INTRODUCING
THE NEW POWER
It's shiny, and it smells great! (scratch here)

ULTIMATE SPIDER-MAN
Will the real Spider-Man please get off the ceiling?

METROID PRIME HUNTERS
You don't need a pretty face to hunt galactic scum!

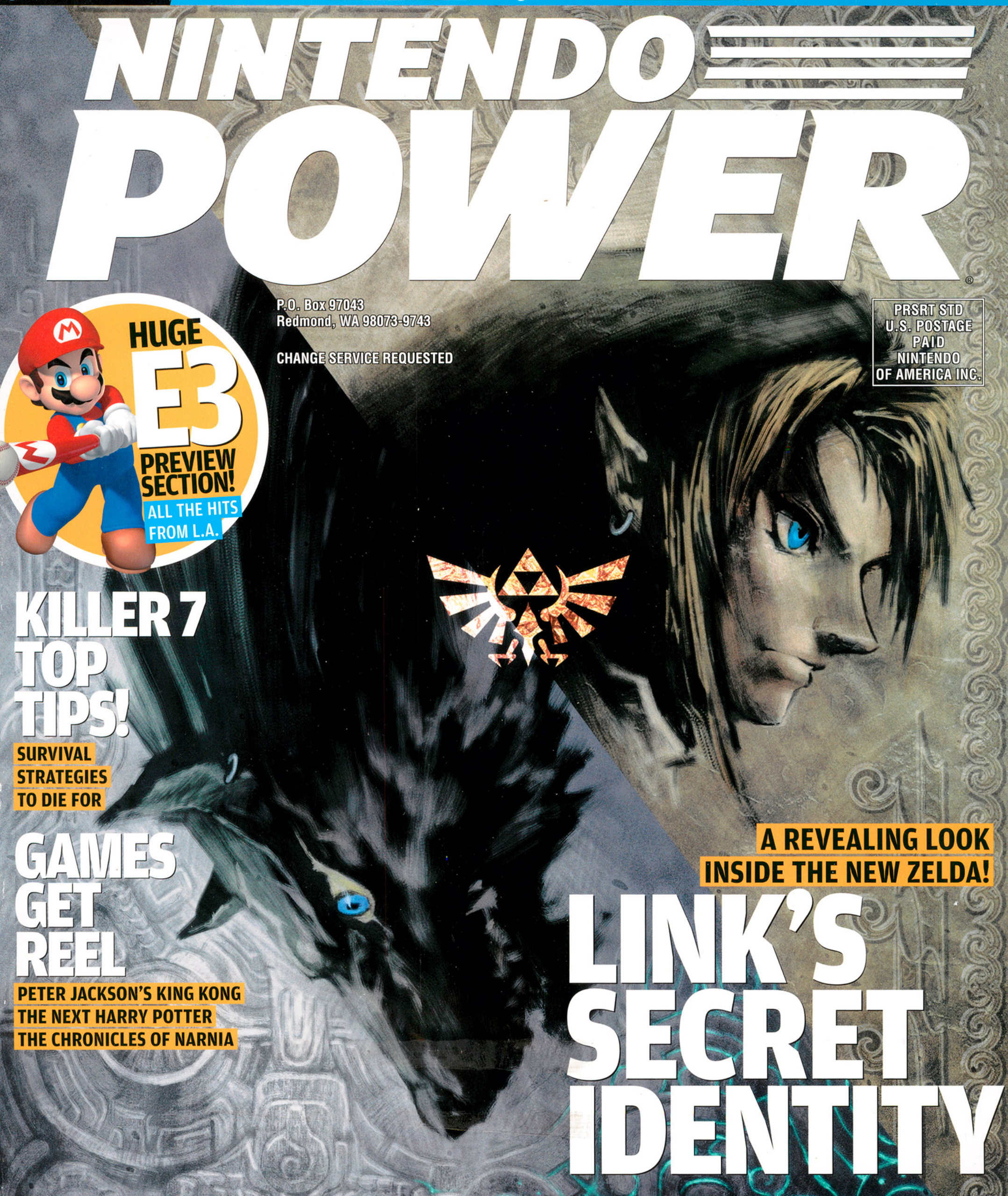
MADDEN NFL 2006
If it ain't broken, mess with it anyhow.

NINTENDO POWER

P.O. Box 97043
Redmond, WA 98073-9743

CHANGE SERVICE REQUESTED

PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.



HUGE E3 PREVIEW SECTION!
ALL THE HITS FROM L.A.

KILLER 7 TOP TIPS!
SURVIVAL STRATEGIES TO DIE FOR

GAMES GET REEL
PETER JACKSON'S KING KONG
THE NEXT HARRY POTTER
THE CHRONICLES OF NARNIA

A REVEALING LOOK INSIDE THE NEW ZELDA!

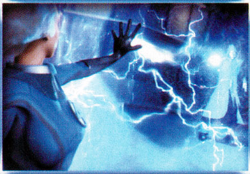
LINK'S SECRET IDENTITY

Master An Arsenal of Superpowers

Two-Player CO-OP Mode

Combine Scorch, Stretch, Stealth and Strike powers against Dr. Doom and other classic villains

Fully Destructible Environments



Relive The Movie Action and More

FANTASTIC 4™

Play as each member of the Fantastic Four in the ultimate team-based action-adventure game!

WWW.F4THEGAME.COM

ACTIVISION.

activision.com

HARNESS THE POWER OF FOUR
PLAY THE GAME 06.28.05
SEE THE MOVIE 07.08.05

TEEN
T
Violence
Mild Language
ESRB CONTENT RATING www.esrb.org

PC CD-ROM SOFTWARE

GAME BOY ADVANCE

PlayStation®2

XBOX

NINTENDO GAMECUBE

MARVEL

20th CENTURY FOX

Marvel, The Fantastic Four, and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. www.marvel.com. The Fantastic Four Motion Picture and Images from the Motion Picture: ™ & © 2005 Twentieth Century Fox Film Corporation FANTASTIC FOUR Character Likenesses ™ & © 2005 Marvel Characters, Inc. All rights reserved. Published by Activision Publishing, Inc. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. ™, ®, Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. PC CD-ROM logo ™ & © 2005 IEMA. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

CONTENTS JULY 2005

FEATURES

52 Link in a New Light
All the info on the most highly anticipated game of the year, as well as more from our ongoing Zelda developer diary.

64 Renaissance Mario
Mario's back in more ways than ever—check him out behind the wheel, at a party, playing soccer, or just hanging out with his bro'.

68 Not Lost in Translation
New and classic films alike are getting video games—we break down the hottest movie games on the horizon.

76 7 Killer Strategies
There's a whole lot more to Killer 7 than just the bizarre storyline—it's also one of the most challenging games of the year.

78 Hoenn Havoc!
We're going back in time to chronicle the tumultuous rise of Team Magma in Pokémon Emerald.

90 Mastering Magvel
We even managed to get Sun Tzu himself to provide a couple choice quotes for our Fire Emblem strategy.

52
Careful Link, I think those plants are after your Deku nuts . . .

But I'm afraid of heights!

68
You wanna get noticed? Try jet-packs and tuxedos.

78
When you're this tough, it's easier being green than you think.

64
Mario calls this one the "White-glove Windmill."

76
I got your killer tip right here, Smiley.

90
A little help? My axe appears to be stuck in your head.

KONAMI
KONAMI
Yu-Gi-Oh!
TRADING CARD GAME
STRUCTURE DECK
BLAZE OF DESTRUCTION
KONAMI
Yu-Gi-Oh!
TRADING CARD GAME
STRUCTURE DECK
FURY FROM THE DEEP

Deep Destructive DUELING

Built to Win

Duel with the power of nature's fury with this second release of tournament-ready Structure Decks! Add two new dominating decks to your dueling power: **Blaze of Destruction** and **Fury from the Deep**. Every deck contains one **NEW Monster Card** and dueling tips. Enter the arena with decks that are truly built to win.

SHONEN JUMP'S
Yu-Gi-Oh!
TRADING CARD GAME
STRUCTURE DECK
–BLAZE OF DESTRUCTION–™

Blaze of Destruction comes with:
"Internal Flame Emperor" with the ability to use dead monsters to burn traps and spells of opponents.

SHONEN JUMP'S
Yu-Gi-Oh!
TRADING CARD GAME
STRUCTURE DECK
–FURY FROM THE DEEP–™

Fury from the Deep comes with:
"Ocean Dragon Lord Neo Daedalus" with the ability to DESTROY EVERYTHING but himself.

www.yugioh-card.com

Manufactured by KONAMI CORPORATION. KONAMI and design are TMs or Reg. TMs of KONAMI CORPORATION. All rights reserved. Distributed by The Upper Deck Company and Upper Deck Europe BV. Upper Deck Entertainment and design are the TMs or Reg. TMs of The Upper Deck Company. All rights reserved. Printed in the USA. The Upper Deck Company, 985 Trade Drive, North Las Vegas, Nevada 89030. Upper Deck Europe BV, Flevolaan 15, 1382 JX Weesp, The Netherlands. www.upperdeck.com U.S. Pat. RE37,957.

©1996 KAZUKI TAKAHASHI

UPPER DECK ENTERTAINMENT™

We've changed a lot of the new Nintendo Power, but we left all the pages in the right order.

NINTENDO POWER

CONTENTS

35

THE SUMMER DAYS OF DOGS; SPIDEY SWINGS INTO ACTION; **NEW DETAILS ON FIRE EMBLEM;** DUTY CALLS FOR ACTIVISION; **ADVANCE WARS SEES ACTION;** KIRBY ROLLS ONTO DS; **GOLDENEYE GETS DOUBLE VISION;** X-MEN SIGNALS THE APOCALYPSE; **HANDS-ON WITH ELECTROPLANKTON;** AND MORE

DEPARTMENTS

8 Pulse

16 News
We bring you double the Samus love, a whole lotta Iwata, and tons more from E3.

32 Family Tree

35 Previews

74 Sweepstakes

88 Classified Info
Force, Shmorce—with LEGO *Star Wars* codes, you can ditch that silly magic.

95 Reviews
Let's just say we have some killer reviews this month.

104 Community
Trainers were pumped to be in Seattle—maybe it's all that coffee?

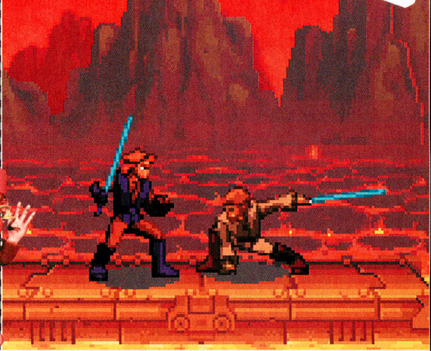
110 Quiz

112 Business

113 Next Month

24
The prince comes back to Babylon, and the town will never be the same.

8
You've come a long way, Diddy.

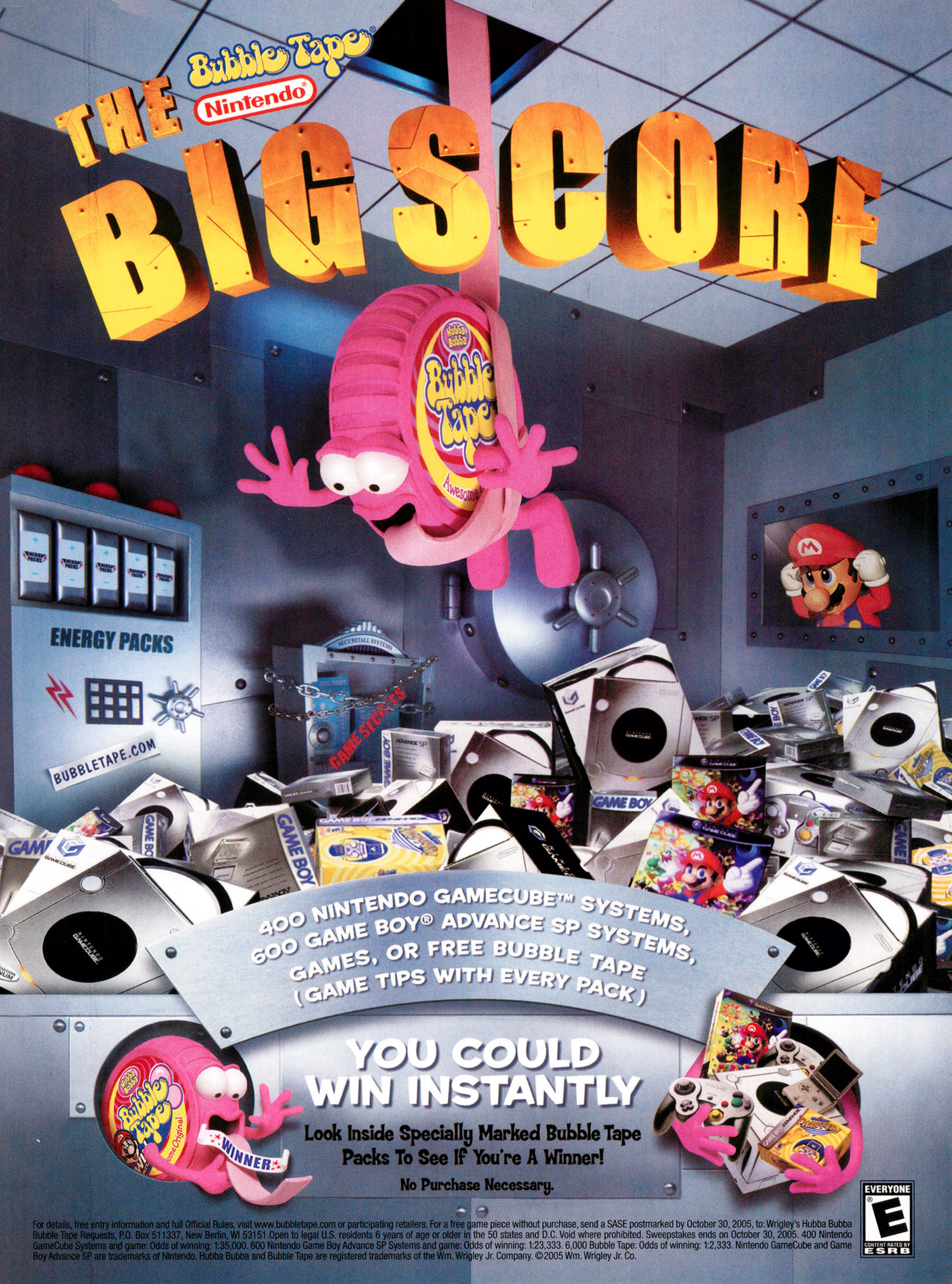


98
Star Wars: now with even more Force.

42
Either a war broke out up ahead or a soccer match just started.

Beck goes Game Boy 106

Beck Photo: Autumn de Wilde


Bubble Tape®
Nintendo®
THE
BIG SCORE
Hubba Bubba
Bubble Tape
Awesome
ENERGY PACKS
BUBBLETAPE.COM
SECURITALL SYSTEMS
GAME SECRETS
GAME BOY
ADVANCE SP
GAMECUBE
WINNER
EVERYONE
E
CONTENT RATED BY
ESRB

400 NINTENDO GAMECUBE™ SYSTEMS,
600 GAME BOY® ADVANCE SP SYSTEMS,
GAMES, OR FREE BUBBLE TAPE
(GAME TIPS WITH EVERY PACK)

YOU COULD WIN INSTANTLY

Look Inside Specially Marked Bubble Tape Packs To See If You're A Winner!

No Purchase Necessary.

For details, free entry information and full Official Rules, visit www.bubbletape.com or participating retailers. For a free game piece without purchase, send a SASE postmarked by October 30, 2005, to: Wrigley's Hubba Bubba Bubble Tape Requests, P.O. Box 511337, New Berlin, WI 53151.Open to legal U.S. residents 6 years of age or older in the 50 states and D.C. Void where prohibited. Sweepstakes ends on October 30, 2005. 400 Nintendo GameCube Systems and game: Odds of winning: 1:35,000. 600 Nintendo Game Boy Advance SP Systems and game: Odds of winning: 1:23,333. 6,000 Bubble Tape: Odds of winning: 1:2,333. Nintendo GameCube and Game Boy Advance SP are trademarks of Nintendo. Hubba Bubba and Bubble Tape are registered trademarks of the Wm. Wrigley Jr. Company. ©2005 Wm. Wrigley Jr. Co.

Pulse

What's that smell?

Take a whiff. That's the scent of change, and whether you think it's a breath of fresh air or not, you're probably wondering what happened to the old Nintendo Power. Personally, I love that new magazine smell. What you hold in your hands is the culmination of nine months of sweat and toil. It all began with demands from readers for more gaming news, expanded previews and critical reviews so honest you could stick a top hat on them and call them Abe. The fact is that many of you grew up with Nintendo Power and it was time for NP to grow up a bit, too. So we're kicking off the new mag with loads of E3 news in our massively expanded news section, a great piece on movie-to-game conversions, some potent strategies for Killer 7, Fire Emblem and Pokémon Emerald, and a report on the burgeoning Game Boy music scene in the new Community section. Amidst the revamped page designs, you'll find giant screenshots and fun extras like the Hulk's Family Tree, not to mention a poster unveiling images of three new bounty hunters in Metroid Prime Hunters. We even dug up exclusive insider stuff, such as this month's Zelda cover reveal! In the end, we think it's all worth the effort, and that the new NP offers more great content to Nintendo fans. Special thanks to Roger Black and Robb Rice for all their help, and to the many folks here at Nintendo of America who supported our efforts. For our dedicated readers, we've got plenty more surprises lined up for you in the months ahead. In the meantime, we want to hear what you think about the changes. Love 'em? Hate 'em? Give the new NP a sniff and let us know.

Scott Pelland
Managing Editor

The Life & Times of Nintendo Power

A quick recap of some of the stories NP covered (and didn't cover) over the years.

NINTENDO POWER
Castlevania II–Simon's Quest
14 Pages of Gory Details
Bionic Commando
More Super Mario 2
Powerful Pointers from Programmers and Pros
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS
NINTENDO POWER
Super Mario 2
20-Page Spectacular
Zelda – Second Quest
Baseball Roundup
Over 50 Pro Tips
Free Poster Inside
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS
NINTENDO POWER
STRATEGIES STRAIGHT FROM THE PROS

JULY/AUGUST 1987 | vol. 1

HEAD GAMES

NP's debut issue features a cute clay Mario on the cover, while the following issue's cover elicits cries of bloody murder from vampire apologists. Later NP covers feature famous heads from the likes of The Joker and Darth Vader, but they're always attached to a pair of shoulders.

OUT OF THE JUNGLE
KNOCK OUT
PLAY IT LOUD

1994

- Global unrest, death and destruction

- Donkey Kong Country (Super NES)
- Final Fantasy III (Super NES)

JULY 1994 | Vol. 62

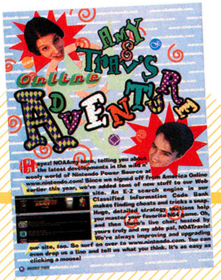
PLAY IT LOUD

Nintendo's creative Play It Loud marketing campaign inspires some serious design madness in the magazine. The kick-off article includes text that wanders aimlessly over the page like a trail of ants.

1995

The Virtual Boy console launches to rave reviews!

- EarthBound (Super NES)
- Killer Instinct (Super NES)
- Donkey Kong Country 2 (Super NES)


Amy & Trav's Online Adventure

Heyez! NOAAmy here, telling you about the latest developments in the wild n' wooly world of Nintendo Power Source at www.nintendo.com! Since we signed off from America Online earlier this year, we've added tons of new stuff to our Web site. An E-Z search engine in our Classified Information Code Bank makes finding cheats and tricks a snap. Huge, detailed strategy sections help you master your favorite N64 game. Oh, and then there's live chat, hosted by yours truly and my able pal, NOATravis! We're always improving and upgrading our site, too. So surf on over to www.nintendo.com. You can even drop us a line and tell us what you think. It's as easy as clicking a mouse!

JULY 1997 | Vol. 98

ONLINE ORIGINS

NOA Amy and NOA Travis are the online hosts of Nintendo Power Source—a precursor to Nintendo's current website. Things have changed a lot online since then, but the current NOAs, such as NOA Andy, Matt and Kent, are still digging up the news, hosting cool events and helping to produce great minisites for all of Nintendo's key titles.

1988

- **The first President Bush wins the White House**

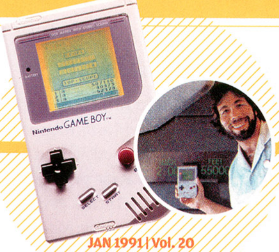
- Zelda II: The Adventures of Link (NES)
- Double Dragon (NES)
- Super Mario Bros. 2 (NES)

1990

- **Global warming**
- **Nintendo Power goes monthly**

- Final Fantasy (NES)
- Maniac Mansion (NES)
- River City Ransom (NES)
- Super Mario Bros. 3 (NES)

SUPER MARIO BROS. 3
Nintendo


Nintendo GAME BOY™
SELECT
START
FEET
55000

JAN 1991 | Vol. 20

THE HIGH SCORE THAT WOZ

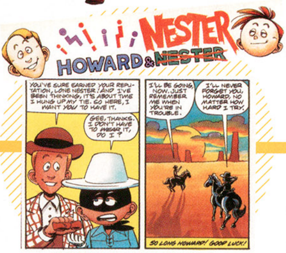
When Apple co-founder Steve Wozniak sets the "high" score for Tetris on a transatlantic Concorde flight at over 50,000 feet, he is so pleased with his achievement that he writes to tell Power all about it. Since the high-flying Concorde is now grounded, it's going to be a hard record to beat.

GAME BOY
GAME GIRL
Nintendo

DEC 1991 | Vol. 31

PIMP MY PLAY

Long before MTV and Xzibit get into the auto-renovation biz, NP invites its readers to bring some much-needed style to the original drab gray Game Boy. The results inspire millions to decorate their handhelds.


NESTER
HOWARD & ~~NESTER~~
YOU'VE SURE EARNED YOUR REPUTATION, LONE NESTER! AND I'VE BEEN THINKING, IT'S ABOUT TIME I HUNG UP MY TIE. SO HERE, I WANT YOU TO HAVE IT.
GEE, THANKS. I DON'T HAVE TO WEAR IT, DO I?
I'LL BE GOING NOW. JUST REMEMBER ME WHEN YOU'RE IN TROUBLE.
I'LL NEVER FORGET YOU, HOWARD, NO MATTER HOW HARD I TRY.
SO LONG HOWARD! GOOD LUCK!

DEC 1993 | Vol. 55

WHERE ARE THEY NOW?

Bow-tie-clad Howard Phillips left Nintendo and his role in NP's Howard & Nester comic in Vol. 25. (The last time we checked, he was raising miniature goats.) As for Nester, he retires from the comic hero business in Vol. 55. He's now reported to be contemplating a comeback on Comedy Central's *Drawn Together*.

1993

- **NAFTA approval brings a boom in cross-border trafficking of Chihuahuas and Canada geese.**

- E.V.O.: Search for Eden (Super NES)
- Zombies Ate My Neighbors (Super NES)
- The Legend of Zelda: Link's Awakening (Game Boy)

Tori Spelling
Celebrity Player Profile

JULY 1992 | Vol. 38

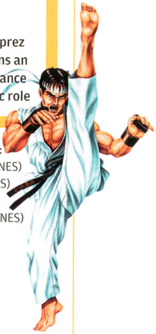
CELEBRITY ADDICTION

What do Jay Leno and Tori Spelling have in common? They both appear in NP's Celebrity Player Profile column, where they spill the beans about their love of video games. Tori confesses to playing Super Mario Bros. 3 between takes of *Beverly Hills 90210* with Shannen Doherty and Jennie Garth. According to Tori, male co-stars Luke Perry and Jason Priestly aren't in the same class as the girls.

1992

- **Bill Clinton is elected prez**
- ***Northern Exposure* wins an Emmy for best performance by a moose in a dramatic role**

- The Legend of Zelda: A Link to the Past (Super NES)
- Mario Paint (Super NES)
- Street Fighter II: The World Warrior (Super NES)



1998

- **Atlanta hosts E3**
- **John Glenn returns to orbit**

- Body Harvest (N64)
- The Legend of Zelda: Ocarina of Time (N64)

NINTENDO POWER
NINTENDO POWER
ZELDA-PREVIEW 2
GAME BOY ADVANCE ARRIVES!

APRIL 2001 | Vol. 143

WHAT'S IN A LOGO?

Our venerable masthead gives way to a rendered 3-D take in January 1995 and is updated again in 2001. Every version has slanted type and a distinctive set of mysterious bars linked to the words.

GAME BOY
Nintendo

2001

- **9/11**
- **Nintendo GameCube launches**
- **GBA launches**

- Super Smash Bros. Melee (GCN)
- Advance Wars (GBA)
- Golden Sun (GBA)

2003

- **Continued global unrest, death and destruction**

- Mario Kart: Double Dash!! (GCN)
- The Legend of Zelda: The Wind Waker (GCN)
- Viewtiful Joe (GCN)
- Pokémon Ruby & Sapphire Versions (GBA)

NINTENDO DS

2005

- **NP is redesigned!**
- **World peace is declared!**
- **New GCN Zelda is coming!**
- **Nintendo DS Wi-Fi!**
- **Revolution is on its way!**

INTRODUCING THE NEW POWER
ULTIMATE SPIDER-MAN
METROID PRIME HUNTERS
NINTENDO POW
HUGE E3 PREVIEW SECTION!
KILLER 7 TOP TIPS!
SURVIVAL STRATEGIES TO DIE FOR
GAMES GET REEL
PETER JACKSON'S KING KONG
THE NEXT HARRY POTTER
THE CHRONICLES OF NARNIA

LETTERS

>LETTER OF THE MONTH

I'm a die-hard Nintendo fan, but I'm a bit worried about the company's obsessive fixation on innovation when it comes to the Revolution. Sure, new ways to play are great, but not at the cost of cutting-edge graphics and presentation. Look at Resident Evil 4. It wasn't terribly innovative, but everyone loved it because of the incredible visuals and engrossing atmosphere. The reason The Legend of Zelda is the year's most anticipated title is because it looks amazing. Games can still captivate the player simply by elevating the art form. If it ain't broke, why fix it?

Mike T.
Minnesota

You make some interesting points, but innovative gameplay and great production values don't have to be mutually exclusive. Just because Nintendo executives focus on innovation when they talk about the Revolution doesn't mean the console won't be capable of some astonishing visuals. The company views increased horsepower as merely the entry point for the next generation, something to be assumed. That's why it's not brought up often.

MISSING KIDS

I was recently reading about a game for the DS called Lost in Blue. It sounds very similar to a Game Boy game I have called Survival Kids. I noticed that both games are made by Konami. From what the article said, there are a few differences, but is Lost in Blue essentially an improved DS version of Survival Kids?

Hannah A.
Oregon

When Konami first announced the game, it was actually called Survival Kids DS. It's an all-new game, though, not a port of the Game Boy original.

GIVE HIM A HAND

When I came home today, I found a small box addressed to me from Nintendo of America. When I opened the box, much to my surprise, a white hand fell out. Could you please explain what this is about?

Brian F.
via the Internet

Uh-oh, Brian. You must have angered the Don. We recommend packing up and leaving the state as quickly as possible.

Actually, the white mannequin hand you received in the mail was part of a recent Nintendo DS promotion. Check out touchingisgood.com for more information.

EVIL TIDBITS

I am playing through Resident Evil 4 for the fifth time and I just beat the lake boss. Well, you know how you can kill fish [to replenish your] health? It is a very bad idea to try to stand on the end of the dock and shoot at them prior to killing the lake monster. I literally jumped out of my seat when that thing appeared.

Nick S.
via the Internet

I don't know if everyone already knows this, but in Resident Evil 4, when you kick open a door and an enemy is behind it, he may fall to his knees. When you approach him, you can perform a suplex, which usually causes instant death. Pretty cool.

Chris M.
via the Internet

The sign said "No Fishing"!

YEAH, BUT THEY'RE SMART MONKEYS

How are you able to make a magazine every month? That's a lot of pages!

Evan D.
Oklahoma

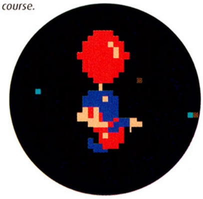
They say that, given an infinite amount of time, an infinite number of monkeys could reproduce the complete works of William Shakespeare. To create an issue of Nintendo Power, it takes eight monkeys about 45 minutes.

THE MAN, THE MYTH, THE LEGEND

Yo, NP crew. I have a question: Who would you say is Nintendo's mascot?

Brando
via the Internet

We think the answer is rather obvious, Brando. It's the guy from Balloon Fight, of course.

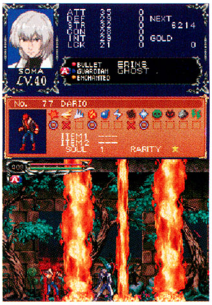


TOP OR BOTTOM?

Castlevania: Aria of Sorrow for the Game Boy Advance was one of my all-time favorite video games, and I am looking forward to the DS sequel. However, I saw something in your previews that has caused me to have some serious doubts. It appears that you must control the action from the bottom screen! Wouldn't it make more sense to have the gameplay in the top window and the information on the bottom? Is what's displayed on each screen going to be optional?

Taylor C.
via the Internet

All of the action is on the bottom screen because certain gameplay elements take advantage of the touch sensitivity (in some rather clever ways, we might add). Don't worry; we've played the game and it rocks.



THEY CALL ME SWEETNESS

I was just wondering if the crew at Nintendo Power listens to music other than music from video games.

James
via the Internet

Sure we do! Steve listens to the theme from the A-Team all day, and you're more likely than not to find the "Super Bowl Shuffle" by the Chicago Bears in Andy's CD player. That Jim McMahon is a real crooner.

TOO MUCH OF A GOOD THING?

Has anyone else noticed that Ubisoft's Montreal studio has made a new Splinter Cell game every year? Personally, I'm getting tired of Sam Fisher.

sigurmac
via the Internet

P.S. Is Lunar Genesis in the same series as Lunar Legend (GBA)?

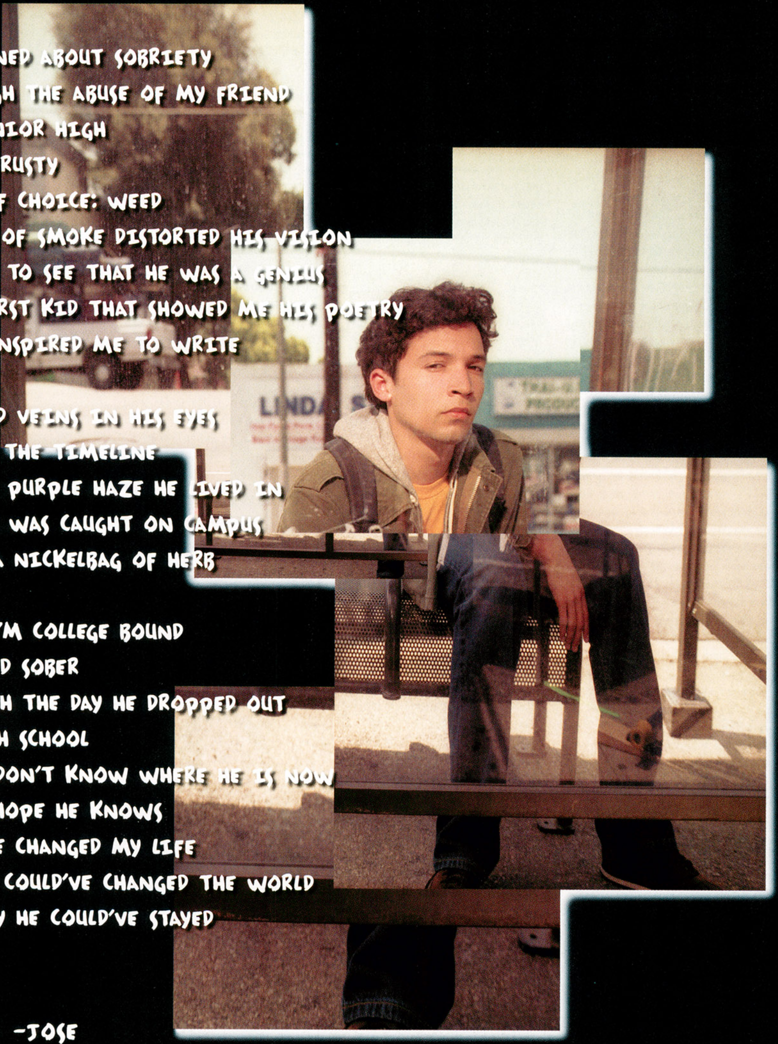
Ubisoft has actually alternated developers on the Splinter Cell series to give each game ample development time. The Montreal studio worked on the first and third games, while Ubisoft Shanghai is responsible for Pandora Tomorrow. That said, we do wonder if Ubisoft risks overexposing the franchise by releasing a new game every year.

As for Lunar Genesis, it is indeed part of the heralded RPG series. We'll have an exclusive preview in next month's issue.

EVERYONE'S A CRITIC

My one suggestion for an improvement to the magazine is in the review section. When I look at a review, I look for reviewer commentary, a strong scaling system and an honest opinion. However, when I turn to your Now Playing section, I see only one or two lines on what the my future

MY ANTI-DRUG.



I LEARNED ABOUT SOBRIETY
THROUGH THE ABUSE OF MY FRIEND
IN JUNIOR HIGH
NAME: RUSTY
DRUG OF CHOICE: WEED
CLOUDS OF SMOKE DISTORTED HIS VISION
UNABLE TO SEE THAT HE WAS A GENIUS
THE FIRST KID THAT SHOWED ME HIS POETRY
THAT INSPIRED ME TO WRITE

THE RED VEINS IN HIS EYES
TRACED THE TIMELINE
OF THE PURPLE HAZE HE LIVED IN
'TIL HE WAS CAUGHT ON CAMPUS
WITH A NICKELBAG OF HERB

NOW I'M COLLEGE BOUND
I STAYED SOBER
THROUGH THE DAY HE DROPPED OUT
OF HIGH SCHOOL
AND I DON'T KNOW WHERE HE IS NOW
BUT I HOPE HE KNOWS
THAT HE CHANGED MY LIFE
AND HE COULD'VE CHANGED THE WORLD
IF ONLY HE COULD'VE STAYED
SOBER.

-JOSE

Office of National Drug Control Policy/Partnership for a Drug-Free America®

freevibe.com

reviewers actually thought of it. Every game should have a full, honest opinion of the game describing why the reviewer thought it was good or bad.

Sam N.
via the Internet

Ask and you shall receive. Turn to page 95 to check out our new and improved reviews section.

RAPID RESPONSE

I've got a lot of questions. Will there be a Resident Evil 5? When is the new Zelda game coming out? How about the Revolution? Will it be online? Will it connect to the DS or the Game Boy? Will it have LAN features? How many launch titles will there be? Is one of them going to be a Mario game or a Smash Bros. game? What is the main color going to be? Will it use cartridges or CDs? How big is the system itself? How many buttons are on the controller? Will it use memory cards or a hard drive? Finally, can you tell me anything else about it? Thanks!

Dave J.
via the Internet

OK, here we go (deep breath): We certainly hope so. Some time later this year (we'd guess November or December). Nintendo hasn't said yet, but probably 2006. It will indeed, thanks to Wi-Fi capability. Nothing's been announced, but the DS seems more likely. We haven't heard anything, but it's certainly possible. Lots, hopefully. We wouldn't be surprised. Orange. The storage medium hasn't been announced, but we'd be shocked if it used either. No bigger than a small child. Somewhere between zero and 1,000. We wish we knew. The only other thing we can tell you at this time is that it's backward-compatible with GCN games. More details may have been announced at E3 by the time you read this. Check back for our full report next month, or go to nintendo.com for the latest news.*

GHOST IN THE MACHINE?

I recently bought a copy of WarioWare: Touched! for the Nintendo DS and started playing frantically. One of the things I noticed right off the bat was Ashley's odd theme song. After a while, I unlocked a toy that lets you listen to Ashley's theme song, rewind it and fast-forward it. I was quite interested and started experimenting. One time I spun the record clockwise extremely fast with the stylus, and to my surprise, amidst the garbled gibberish I heard a voice pretty clearly say, and I quote, "I have granted kids to hell." I was quite surprised to hear this!

AS_Artimour
via the Internet

We've received a lot of letters about this. What happens when you use the fast-forward function is that it skips most of the words in the song, playing only certain syllables. The fact that those syllables form the phrase you mentioned is just a (very) creepy coincidence.

ANIMAL KINGDOM

I want to congratulate you on making Pulse much funnier and much more informative. I love all the hilarious stuff that you say when you respond to the letters. However, in Volume 190, you said that turtles were amphibians. Turtles are reptiles! I knew that, and I'm only in tenth grade!

Benjamin W.
via the Internet

Hey, isn't it enough that the monkeys are funny?

WHERE'S THE CHALLENGE?

I was playing Super Metroid the other day and I could not beat Ridley. Then I played Metroid Prime and I realized that games were getting easier. All new games look great and have great originality, but they're losing what I think is most important: getting what you pay for.

Jason G.
via the Internet

We agree that many of today's games are too easy. We wouldn't count Metroid Prime among them, though.

YOU SAID IT, NOT US

What do people at Nintendo Power do when they are reading the letters of the people who write to them? Are they bored? Do they sleep?

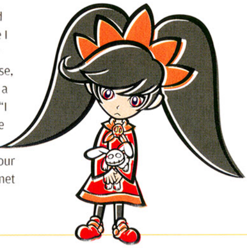
mrtcalvario
via the Internet

Zzzzzzzzzzzzzzzzz. Huh? What? No, we were just resting our eyes.

GET CONNECTED

Very recently, one of my close friends moved away, so I was very pleased when I found out that the Nintendo DS would have wireless Internet capabilities. Many gamers who live in smaller towns don't have access to wireless hotspots, however. I was wondering if there would be other ways to connect, such as buying a wireless broadband adapter for your home. That way, my friend and I could still play video games together even though we live in different states.

Justin K.
via the Internet



Hooking up a wireless broadband adapter to your DSL or cable modem should indeed work. We'll have a more detailed guide on how to set it up in an upcoming issue.

THE ROLE OF A LIFETIME

I'm writing in response to Buck S.'s message in Volume 191. I can't understand why someone would want to put Golden Sun or Zelda on the big screen. These games are classic, so why mess with them? I think we should have learned this from the Super Mario Bros. movie.

Jordan P.
via the Internet

*We've got some bad news, Jordan. Word has it that Bob Hoskins just signed on to play the lead in the upcoming Balloon Fight movie.**

LICKING IS GOOD

I've recently noticed various websites posting examples of gorgeous women passionately licking a certain other handheld. However, I haven't seen any photos involving a Nintendo DS. What's up with that? The DS needs love too.

Icarus187
via the Internet

Here you go, Icarus.

**We're lying.*

PLEASE WRITE US:

pulse@nintendopower.com

E-mail sent to the above address will not receive a response.

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

NINTENDO POWER
THE MONKEYS

PUBLISHER
T. Kimishima
EDITOR IN CHIEF
Yoshio Tsuboike
MANAGING EDITOR
Scott Pelland
ART DIRECTOR
Kim Logan
SUPERVISING EDITOR
Jessica Joffe Stein
SENIOR WRITER/EDITOR
George Sinfield
SENIOR WRITER
Steven Grimm
STAFF WRITERS
Andy Myers
Christopher Shepperd
Steve Thomason
EDITORIAL CONSULTANTS
Reggie Fils-Aime
George Harrison
Dan Owsen
Jacqualee Story
Juana Tingdale
COPY EDITOR
Candace English
ASSISTANT PRODUCTION MANAGER
Machiko Oehler
SENIOR PRODUCTION SPECIALIST
Corinne Agbunag
PRODUCTION COORDINATOR
Mayumi Colson
DESIGN LEAD
Jim Catechi
SENIOR DESIGNER
Tim Garret
DESIGNERS
Cory Conner
Rebekah Lane
David Waterworth
PRODUCTION ASSISTANT
Pete Michaud
ELECTRONIC PREPRESS ASSISTANT
Jessie Schutzenhofer
DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN Inc.
V-DESIGN INC. ART DIRECTOR
Yoshi Orimo
V-DESIGN INC.
Adam Crowell
Oliver Crowell
Matt Fisher
Brian Jones
Sonja Morris
John Rice
Jill Story
BUSINESS DIRECTOR
Casey Pelkey
MARKETING MANAGER
Jeff Bafus
SALES AND MARKETING ASSISTANT MANAGER
Malinda Miller

For advertising inquiries, contact
np.advertising@noa.nintendo.com

VOLUME 193–JULY 2005
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

©2005 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be reproduced in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

MSRP: Manufacturer's Suggested Retail Price. Actual retail prices may vary.

Give all your creatures +3000 Power? NO!
Give all your creatures +5000 Power? NO!
Give all your creatures +8000 Power?
YES! YES! YES!
光
然
STOMP-A-TRONS OF INVINCIBLE WRATH
デュエル・マスターズ
DUELMASTERS
TRADING CARD GAME
AVAILABLE 04.2005
New 2-player starter set, boosters and theme decks. WHOOPA!
DUELMASTERS.COM

The Wizards of the Coast logo is a trademark of Wizards of the Coast™ and © 2005 Wizards/Shogakukan/Mitsui-Kids.

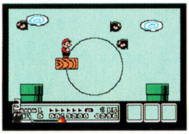
MOST WANTED

Go to nintendo.com to vote for your most-wanted games and let your voice be heard!

>NINTENDO GAMECUBE

It seems a lot of folks want to play this Zelda game we've heard so much about.

1. The Legend of Zelda
2. Fire Emblem: Path of Radiance
3. Shadow the Hedgehog
4. Geist
5. Prince of Persia 3



>GAME BOY ADVANCE

We're pleased to report that WarioWare's latest hijinx live up to expectations. We've got the full review on page 101.

1. WarioWare: Twisted!
2. DK: King of Swing
3. Yoshi Topsy-Turvy
4. Dynasty Warriors Advance
5. Mega Man Battle Network 5

>NINTENDO DS

We're not above lobbying for our favorites. That said, have you played a Castlevania?

1. New Super Mario Bros.
2. Mario Kart DS
3. Metroid Prime Hunters
4. Advance Wars: Dual Strike
5. Lost in Blue

The culmination of years of NASA research.

TOP SELLERS

>NINTENDO GAMECUBE

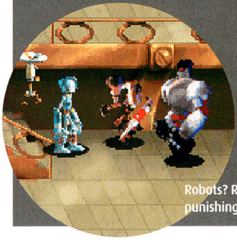
Resident Evil 4's reign atop the sales chart comes to a tragic end this month. Good-bye, chainsaw grandmas.

1. Star Fox: Assault
2. Resident Evil 4
3. Super Mario Sunshine
4. MVP Baseball 2005
5. NBA Street V3
6. Mario Party 6
7. Donkey Kong Jungle Beat
8. Super Smash Bros. Melee
9. Robots
10. Pokémon Colosseum

TOP SELLERS

>GAME BOY ADVANCE

Our mothers always told us that if you don't have anything nice to say, don't say anything at all. Our mothers never played Robots.



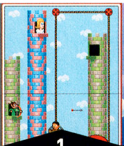
Robots? Really? Do you like punishing yourselves?

1. Robots
2. The Incredibles
3. The Legend of Zelda: The Minish Cap
4. Yu-Gi-Oh!: 7 Trials to Glory
5. Pokémon FireRed
6. The SpongeBob SquarePants Movie
7. Pokémon LeafGreen
8. Disney Princess
9. Super Mario Advance 4: Super Mario Bros. 3
10. Backyard Baseball 2006

TOP SELLERS

>NINTENDO DS

If you're reading this, we apologize for the neck strain.

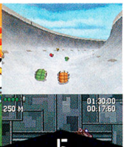


1 WarioWare: Touched!

2 Yoshi: Touch & Go

3 Super Mario 64 DS

4 Pokémon Dash



5 Robots

6 Asphalt: Urban GT

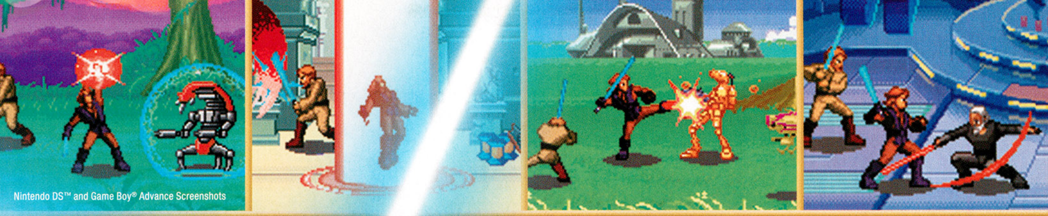
7 Spider-Man 2

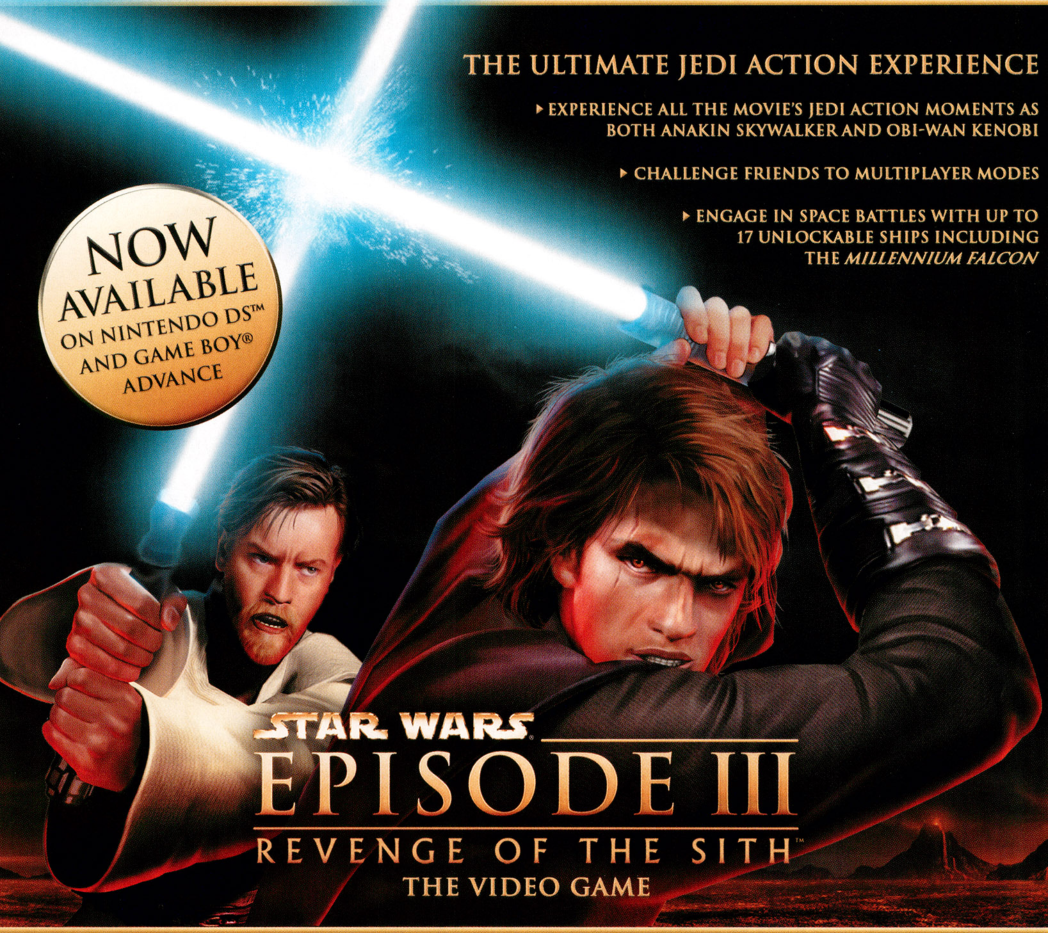
8 Rayman DS

9 The Urbz: Sims in the City

10 Retro Atari Classics

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.


Nintendo DS™ and Game Boy® Advance Screenshots



THE ULTIMATE JEDI ACTION EXPERIENCE

- EXPERIENCE ALL THE MOVIE'S JEDI ACTION MOMENTS AS BOTH ANAKIN SKYWALKER AND OBI-WAN KENOBI
- CHALLENGE FRIENDS TO MULTIPLAYER MODES
- ENGAGE IN SPACE BATTLES WITH UP TO 17 UNLOCKABLE SHIPS INCLUDING THE *MILLENNIUM FALCON*

NOW AVAILABLE ON NINTENDO DS™ AND GAME BOY® ADVANCE

STAR WARS
EPISODE III
REVENGE OF THE SITH™
THE VIDEO GAME

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB — Violence

TEEN T CONTENT RATED BY ESRB — Violence

GAME BOY ADVANCE

NINTENDO DS

PlayStation 2

XBOX

LUCAS Arts

UBISOFT

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2005 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ® or TM as indicated. All rights reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Game Boy Advance and Nintendo DS versions developed and published by Ubisoft Entertainment. TM, ®, Game Boy and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

BATTALION SET TO SHOCK & AWE

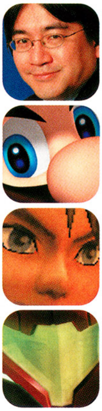
SEGA FANATICS GET GUNSTAR

PERSIA'S PRINCE HUNTS AT HOME

NEXT ON LIST: PERFECT TIME TRAVEL, ESTABLISH MARS COLONY

Iwata Brings It

Online gaming has brutalized players; home systems are due for a Revolution. Nintendo's prez lays out strategy for leading the world out of the Dark Ages.


Satoru Iwata says that Mario, Zelda and Metroid—are already being Revolution-ized. One or two key franchises will be present at launch; and so will a totally new intellectual property.

As hardcore gamers listen for the industry's moves into next-gen gaming, Nintendo president Satoru Iwata has bold plans to catch their attention—and reach out to the rest of the planet. As Iwata metaphorically put it at the Game Developers Conference in March, Nintendo is venturing to new worlds of gameplay—beyond the well-explored genres seen in the current gen—in order to expand gaming into an even-bigger phenomenon. With E3 upon us, Iwata has shared more about his strategy with Nintendo Power. The future impacts Nintendo DS first; the Nintendo Revolution isn't far behind.

Nintendo Wi-Fi Connects the World

Iwata believes that Wi-Fi gaming should be as natural and inviting as hanging out in your living room with friends, and says that the lack of an easygoing socialness has been a crippling factor for online gaming efforts on other systems.

Nintendo's Wi-Fi infrastructure will evolve gaming in a way that better connects players. One tech partner, GameSpy, will assist with the global hookups by arranging player-to-player links on two levels: first, only with friends that you want to connect with; second, with unknowns who have the appropriate skill level to go head-to-head with you. The solution will remedy what Iwata sees as a high-testosterone problem with online gaming to date—only the aggro survive, which drives a vast planet of casual gamers away.

As NP went to press, Iwata promised that details about how Nintendo's network would fix the online gaming world's other huge problem—simplifying the process of making Wi-Fi connections for a mass audience—would be forthcoming in the very near future.

The gaming network isn't a distant pipe dream. And perhaps the best news of all is that connecting to play Nintendo-published games via Wi-Fi won't cost you a dime. Nintendo DS owners will be the first to enter the friendly, free Wi-Fi matrix with Mario Kart DS and Animal Crossing DS before year's end.

The Coming Revolution

At GDC, Iwata confirmed that the Nintendo Revolution would be Wi-Fi compatible. He's the first to admit, in his typically playful manner, that even the following scoop won't let the cat out of the bag, but it will provoke much more informed speculation.

First, in addition to IBM's processor and ATI's graphic chip pushing its potential, Nintendo has been working with wireless specialist Broadcom to develop its controllers. (That insight given, Iwata prefers to leave the Revolution's controllers a mystery for now.)

Second, the Revolution will be more than simply backward-compatible with GCN discs; the device will be a "virtual console" that can download many forms of content. Iwata says that not only means new levels and characters for retail titles, but also can extend to games originally created for the Nintendo 64, Super NES and even the NES. (Nintendo-retro fans, commence blogging.)

Third, Revolution titles will play on standard, double-layered DVDs; owners will have the option to use a small attachment to play DVD movies. So what about GCN compatibility? No problem: the media drive will also accept the smaller GCN discs.

With new details out there, Iwata asks gamers to return to one of his teasers: Every home system has had a player holding a controller, connected to a console, connected to a TV. Iwata slyly reasserts that the Revolution will take an entirely new approach to the interaction between console, TV, controller and now Wi-Fi. How will that revolutionize gameplay and Nintendo's franchises? The world will need to wait a little longer.

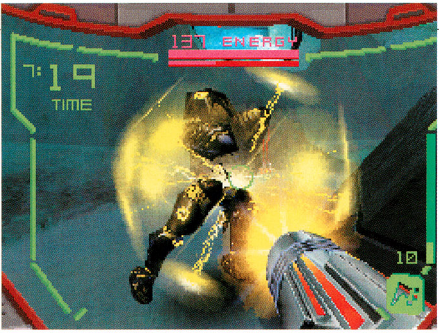
—Steven G.

Nintendo's Wi-Fi network will connect DS players this year, then fuel Revolution in the future.

TWICE THE SAMUS

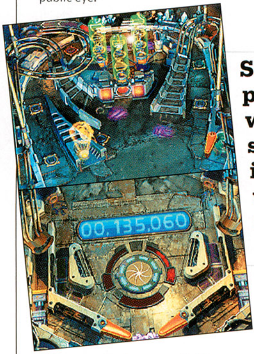
Bounty Call? Samus Has Your Back

Starved for details on Metroid Prime Hunters? We've got the exclusive scoop on the DS FPS. How about a side of pinball with that?



You'll rub elbows with Samus's new competition in the Metroid FPS: other bounty hunters who want a little piece of the action.

Heroines typically have to show a little skin to make gamers drool, but Nintendo's ultraclassy bounty hunter, Samus, needs only to let slip that she's got a new title coming. Hopefully you brought spittle reserves, since two DS games will soon bring Ms. Aran into the public eye.



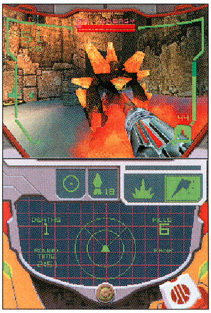
No more single-screen, field-shift whiplash: The DS can hold the whole table at once. And just in time—Metroid Prime Pinball will surely be lightning-fast.

First-person shooter Metroid Prime Hunters has been a known quantity since the dawn of the DS. The packed-in demo let millions of dual-screen adopters have their itchy trigger finger satisfied and experience the evolution of handheld FPS control, whether they've preferred to stab aliens with the stylus or use it to move and pivot Samus in a way that echoes PC mouse control. (We have yet to figure out you old-schoolers who insist on using the third, buttons-only control scheme.)

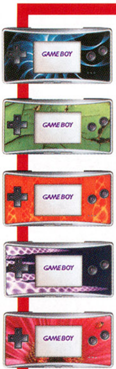
Samus's pinball spin will span sci-fi tables infested with floating Metroids.

With game details finally breaking, Metroid fans and DS FPS converts will see dreams fulfilled. The big picture: Samus will no longer be the only bounty hunter on the block. In a story that sees her enter a previously unbreached space sector, you'll vie with other hunters to control a handful of powerful relics, an extinct race's weapons of mass destruction. If you didn't catch the sneak peek of these FPS interlopers in the First Hunt demo's Easter egg, you can ogle three of them on this month's NP poster. In the wireless multiplayer mode, likely to be the game's true claim to fame, Metroid Prime Hunters will let up to four players gun for each other as Samus or any of the other characters. Each has unique powers and weapons; fragfests should be insane.

While shape-shifting into the Morph Ball remains one of the tricks of the trade in the FPS, Samus's spherical form will be the star in Metroid Prime Pinball. Screens recall the glory days of '90s pinball, when legendary tables like Dr. Who went over the top with crazy ball ramps and flashy electronic doodads. Crafted by the video-pinball wizards at Fuse Games, the Mario Pinball World developer, Samus's pinball spin will span sci-fi tables infested with floating Metroids, packed with special modes like Clone Machine Multiball and Wall-Jump Challenge, and engineered to lead to collisions with gigantic bosses.



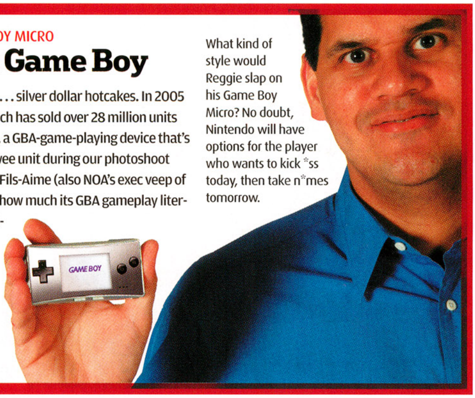
We're crossing our fingers (which, incidentally, can nudge tables via touch control) to see Samus go balls to the wall against classic nemesis Mother Brain. —**Steven G.**



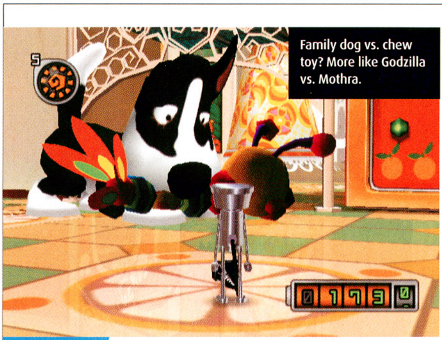
GAME BOY ADVANCE - ADVANCE + MICRO = GAME BOY MICRO

Superstylize Me, Says Game Boy

THEY'VE SOLD LIKE HOTCAKES; now they'll sell like . . . silver dollar hotcakes. In 2005 Nintendo will make its Game Boy Advance line—which has sold over 28 million units in North America—even tastier with the Game Boy Micro, a GBA-game-playing device that's smaller, lighter and tech-sexier. NP got its hands on the wee unit during our photoshoot with Nintendo of America's resident hand-model Reggie Fils-Aime (also NOA's exec veep of sales and marketing in his spare time). We're shocked at how much its GBA gameplay literally shines—according to Reggie, the Game Boy Micro features the best screen that Nintendo has ever put into a handheld device. What's more, you'll finally be able to have it your way, since Nintendo plans on adopting a style trend from the world of mobile phones for the Game Boy Micro: stylized faceplates. Though dozens of prototypes are under the microscope at Nintendo, no specific styles have been announced. — Steven G.



What kind of style would Reggie slap on his Game Boy Micro? No doubt, Nintendo will have options for the player who wants to kick *ss today, then take n*mes tomorrow.

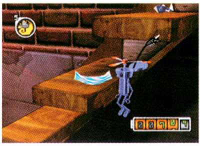


Family dog vs. chew toy? More like Godzilla vs. Mothra.

SIZE MATTERS

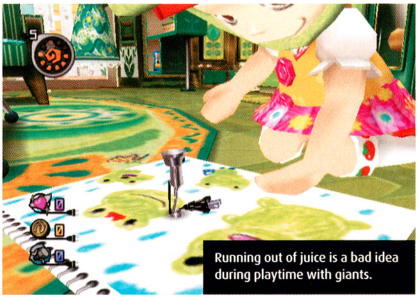
Honey, I Shrunk the Robot

The world of small wonders is about to get much bigger. Move over, Katamari Damacy.



Chibi-Robo's got more uses than a Swiss Army knife, even sprouting a propeller for stair travel.

Miniature heroes struggling for survival in a house—where the family mutt is bigger than a T. rex and teacups are more like hot tubs—pop up on consoles every few years. Toy Commander for the Dreamcast and the Army Men series paved the way, but it's Katamari Damacy for the PS2 (and in dev for the DS) that brought the microgenre to the big time. First revealed by Bandai in 2003, Chibi-Robo will be the next game to bring ultrawacky mini-versus-maxi gameplay to consoles. The title has undergone lots of changes, especially after Nintendo announced last November that it, not Bandai, would publish the game in Japan. Developed by Skip, the mad fellows behind Giftpia (the magically phychedelic GCN game that never hit our shores), Chibi-Robo's gone from god game, in which players gave orders to an independently thinking robot by clicking on things, to third-person adventure. Now you'll control the wee bot directly with the GCN controller and the Nintendo GameCube microphone (last fall's Mario Party 6 pack-in). The goal's still the same. The house-helping bot aims to please its host family and become the top Chibi-Robo, surmounting huge obstacles and teaming up with native toys. All the while you'll be coping with a draining battery that keeps you looking for the nearest power outlet. Giant house, short leash? Wacky, indeed.
—**Steven G.**



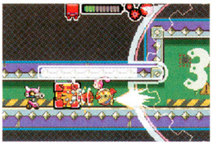
Running out of juice is a bad idea during playtime with giants.

GOTTA DRILL 'EM ALL!

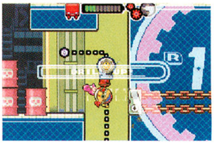
Total Freak Out

Pokémon's creators are the minds behind Screw Breaker– possibly the next big thing on the GBA—at least for those who love power tools.

GAMEFREAK is such a big player in the world of Nintendo that we're willing to spell it in all-caps, as requested. After all, GAMEFREAK has created the Pokémon games; so we'll be first to jump up and spell out its name with our arms—YMCA-style—if its new creation, Screw Breaker, proves just as addictive. The sci-fi game, headed for the Game Boy Advance, makes you a member of the Red-D thieves, who are struck by another gang that steals your deceased mum's red diamond. With your dad out of commission after the attack, it'll be up to you to retake the family jewel. You'll wreak vengeance from inside your trusty Breakall Drillbot, which can gut nearly anything and relies on the player's smart use of the L and R Button to drill clockwise and counterclockwise.
— **Steven G.**



The Breakall Drillbot lives up to its name. Blocks, beware; foes, ditto.

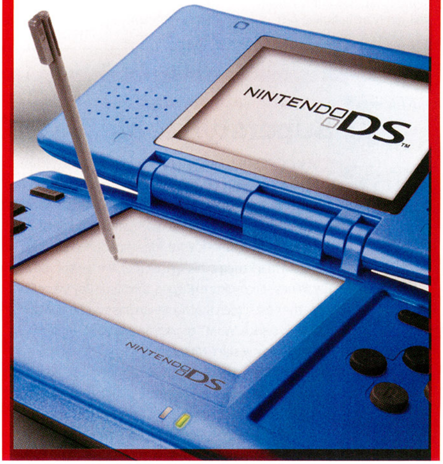


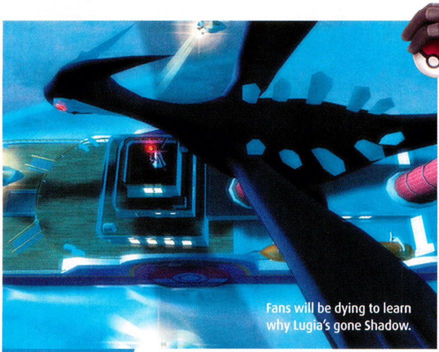
By nosing into outlets, you can use the drill rotation to solve puzzles.

WHAT DO YOU GET WHEN YOU CROSS LIVE WIRES WITH WATER?

The Debut of Electric Blue

ELECTRIC BLUE OR TITANIUM? Nintendo has announced that June will be the month that the DS will finally come in two colors. The new color choice, electric blue, arrives just in time for the June debut of two stylus-driven games—the trippy platformer Kirby: Canvas Curse (June 13) and the sci-fi miracle known as Meteos (June 27). The original model will now be called titanium. — Steven G.





Fans will be dying to learn why Lugia's gone Shadow.

The only way to catch 'em in Orre is with the Snag Machine.

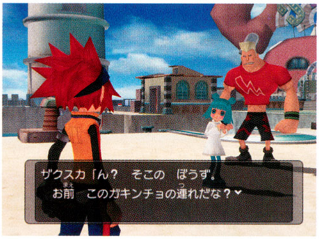
DARK DAYS AHEAD

Pokémon XD Exposed

Used to catching 'em all? You clearly haven't been to Orre, but you'll have a second chance in a new RPG for Nintendo GameCube.

The Orre region is worlds apart from the rest of the Pokémon universe, as players were shocked to see in Pokémon Colosseum. In the game's story mode (the companion to its battle-only mode), you couldn't catch countless Pokémon in the wild; you Snagged 'em away from Trainers instead. But not if they were in a normal state of mind; only if they'd been made into Shadow Pokémon by Orre's criminal syndicate. And once you Snagged one, you had to rehabilitate it through a careful process of battling with it as a friend, rather than cracking the whip and treating it merely as a vicious battle machine.

Though the syndicate—and thus the source of tainted teammates—was shut down in the finale of last year's game, new details about Pokémon XD suggest that Orre will soon suffer from a second outbreak of Shadow Pokémon. In an all-new RPG for the Nintendo GameCube, Shadow Lugia is soaring the land. You'll set out with a Snag Machine strapped to your arm and an Eevee as your first bud to solve the mysteries at hand. In the previous escapade, you could Snag several dozen Shadow Pokémon; how many and which ones will be on the prowl this time? For now, that and further plot details remain shrouded (as Pokémon fans have come to expect), but count on us to break more news in the coming months. — **Steven G.**



ザクスカ「ん？　そこの　ぼうず。
お前　このガキンチョの連れだな？

Snaggable Pokémon were scarce in the first Orre outing, but showdowns exploded around every corner. Expect to meet, greet and beat down many new characters in the upcoming RPG.

QUADRUPLE-DECKER!

Kirby Goes Hitchhiking

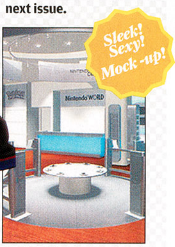
WHEN DEVELOPER HAL LABORATORY revealed details about its Kirby GCN adventure late last year, screenshots opened a window into a world that looked 150% Kirby. Inhaling foes, absorbing powers and wandering a realm full of eye candy—all there. Fresh details reveal that when King Dedede steals the Warpstar, the pink powerhouse finds a new way to go the distance: on the backs of his helpers. HAL always bestows Kirby games with surprising modes, and a multiplayer adventure is in the works. — Steven G.

AROUND THE PLANET

Nintendo World in NYC? OMG!

The Nintendo faithful finally get the store of their dreams.

Envisioned as a 10,000-square-foot "gaming paradise," Nintendo World opened on May 14 in Manhattan's Rockefeller Center. As NP went to press, we were just setting off on our pilgrimage to the store, so we haven't seen what paradise holds—a multiplayer gaming wall, surround-sound game lounge and world-exclusive merchandise are among the big draws. We'll bring you the inside story next issue.



Sleek! Sexy! Mock-up!

Iiko-ne, Nintendogs!

It's the DS's killer yapp, according to *Famitsu*, just as the craze hits hard.

Japan's foremost gaming magazine, *Weekly Famitsu,* has given only a few games perfect scores—Ocarina of Time among them—and recently added a DS title to its short list: Nintendogs. The game hit Japan in late April, and the *Famitsu* score looks to be only the start of a global obsession; it's Japan's fastest-selling DS title, and even US importers are blogging its genius.

HOT COMPETITION

Vehicular Assaults

Two titles in the works will attack the sky and the tracks, DS-style.

Summitsoft has two more DS games in development: Blades of Thunder 2 and Mini RC Rally. In addition to single-player missions, BoT2 will let up to six chopper pilots gun for each other via local wireless connection. And in Mini RC Rally, players can tear up 15 tracks in customizable RC cars, in single-player or multiplayer mode (for up to eight players over local wireless). Summitsoft has planned multiple perspectives—driver view and third-person view, for starters—but what we want to know is how it'll use the dual screen for races: full-screen radar, touch driving or an as-yet-unseen racing innovation?

Bass Wise Up for Game

Natsume promises a real challenge in its fish wrangler.

Mark Davis Pro Bass Challenge for the GCN will make getting inside the prey's head harder, according to Natsume, with "enhanced bass AI" that will make fish act naturally. MDPBC will also try to hook anglers with realistic environments and seasonal weather.

KONAMI
DRAGON BALL GT
TRANSFORMATION

The Big News. In Short.

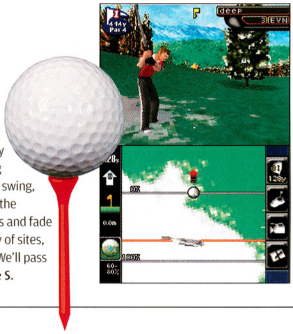
In the tradition of job-boasting titles like James Bond 007 and *Deuce Bigalow: Male Gigolo,* Capcom has finally found a name for the North American debut of its Gyakuten Saiban series—**Phoenix Wright: Ace Attorney** will now go to the courtroom, tabloid style. . . . You can blame Canada for the brutal Prince of Persia: Warrior Within and Splinter Cell: Chaos Theory, and soon you can blame it for a lot more: **Ubisoft** has plans to supplement its Montreal studio with a new one in Quebec City. . . . **Dragon Ball GT** alert: The first of Atari's two-part DBGT series, subtitled Transformation, touches down on the GBA in late June. Though developer WebFoot did the Z series as an RPG, GT Transformation will be an action-adventure that tears into the first half of the TV series. . . . With the June release of **Harvest Moon: Another Wonderful Life** (GCN) and **Harvest Moon: More Friends of Mineral Town** right around the corner, the mystery of how far Natsume's "girl versions" of last year's HM games will go is solved; you'll not only have to get hitched to a town bachelor, you'll also have to care for your kid (and we don't mean baby goat!). . . . **Konami** has announced that Hudson Soft, the Bomberman and Mario Party developer, has become a subsidiary of Konami.. . . . Publisher Mastiff has set a time-space coordinate for the North American release of **Space Invaders Revolution.** Expect the DS reimagining of the coin-op classic in August. . . . Namco had no sooner scheduled an August release for **Gumby vs. The Astrobots,** a GBA platformer for the retro claymation character, than it nailed **Peanuts** video game rights. —**Steven G.**

LINK UP ON THE LINKS

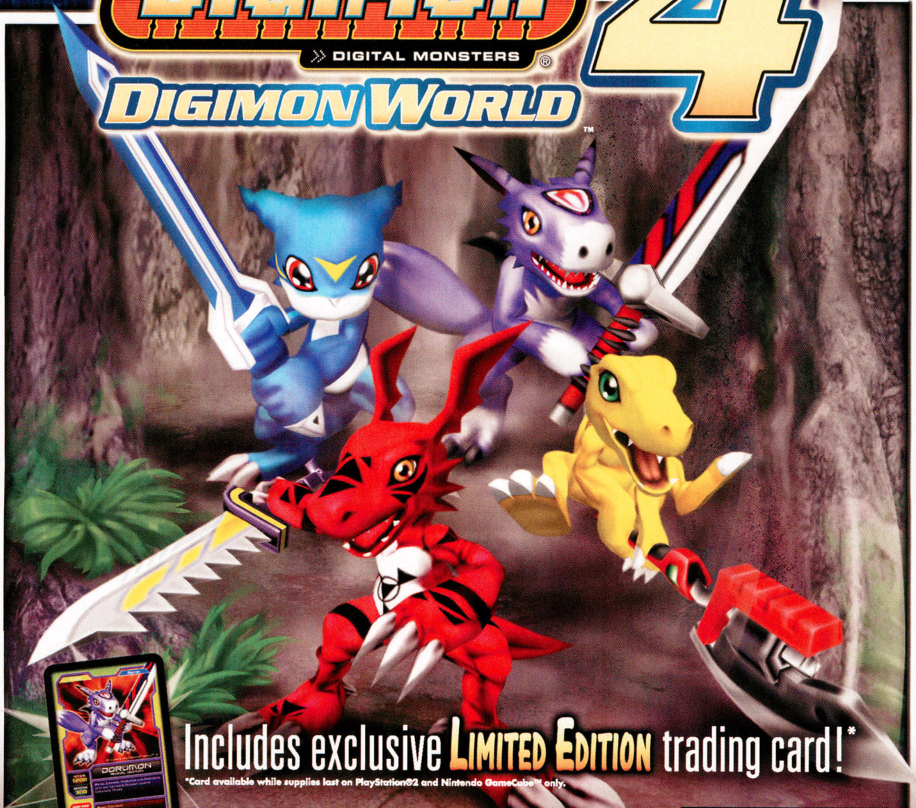
Grip It and Rip It

It's all in the wrist—Nintendo's precision-controlled handheld swinger aims to make you feel like a professional duffer.

With a single-card wireless link for up to four players and beautifully detailed 3-D courses, Nintendo's just-announced Touch Golf DS (working title) looks to be a crowd pleaser. Utilizing the touch screen for your golf swing, you slide the stylus to follow through. The faster your swipe, the harder the swing. You can select ball spin, target locations and execute slices, hooks and fade shots using touch-screen finesse. The game's courses are set in a variety of sites, including a mountain range (with snow hazards) and a tropical retreat. We'll pass along more information on this promising title as we gather it. —**George S.**

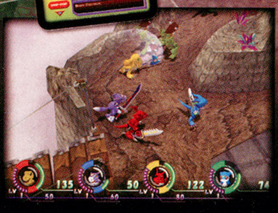


DIGIMON
DIGITAL MONSTERS®
DIGIMON WORLD 4™

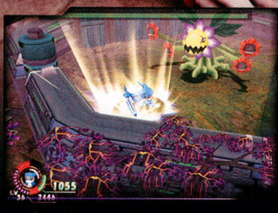


Includes exclusive **LIMITED EDITION** trading card!*

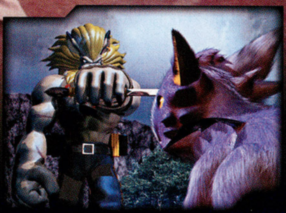
*Card available while supplies last on PlayStation®2 and Nintendo GameCube™ only.



Simultaneous play for up to 4 players at a time!



Collect weapons, armor and items and Digivolve!



Play as 16 different Digimon!

Screen shots shown are from PlayStation®2 version.

WWW.DIGIMON.COM **COMING THIS MAY** **WWW.BANDAIGAMES.COM**

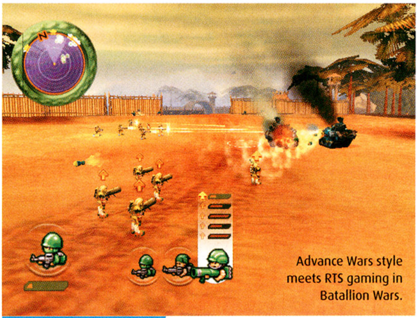
EVERYONE E CONTENT RATED BY ESRB — Fantasy Violence

PlayStation®2 XBOX NINTENDO GAMECUBE

TOEI ANIMATION

BANDAI®

DIGIMON, DIGITAL MONSTERS, DIGIMON WORLD and all related logos, names, and distinctive likeness thereof are the property of Bandai/Toei Animation. © 2005 Akiyoshi Hongo, Toei Animation. TM & © 1997-2005 Bandai. Program © 2004-2005 Bandai. DIGIMON and BANDAI logos are registered trademarks of Bandai. Used under license by Bandai Games Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association.



Advance Wars style meets RTS gaming in Batallion Wars.

A COLD WAR HEATS UP

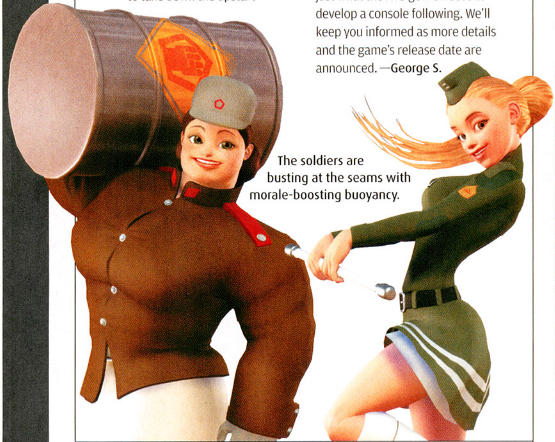
From the Trench to the War Room

Battalion Wars mixes gameplay styles to give players frontline thrills and big-picture control over the war effort.

Shown as Advance Wars: Under Fire at E3 2004, Nintendo's GCN war game has undergone a name change—to Battalion Wars—to make a distinction between its real-time, direct-control gameplay and the turn-based gameplay of the Advance Wars series on Nintendo handhelds.

As a member of the Western Frontier forces fighting alongside a fellow superpower, the Tundran Army, you assume control over individual soldiers, tanks, jeeps, helicopters, airborne gunships, fighter jets and transport vehicles in an attempt to take down the upstart Xylvanians. At the press of a button, you can call units to your side, or sic them on individual targets, giving you RTS-style command from a position within the conflict.

The control combination may be just what the RTS genre needs to develop a console following. We'll keep you informed as more details and the game's release date are announced. —**George S.**



The soldiers are busting at the seams with morale-boosting buoyancy.

RIGHT! LEFT! FIRE! CAPTURE!

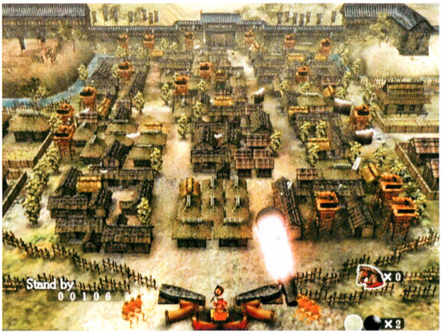
Field of Screams

The yelling you hear in Nintendo's Odama isn't just troops getting crushed by a 10-ton cannonball. It's voice commands, too.

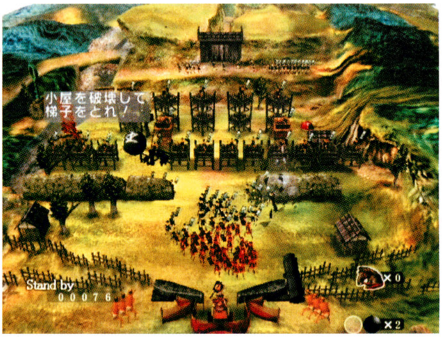
One of the high points of E3 2004 was Nintendo's Odama. Blending medieval warfare with pinball, the game drew many curious attendees. The concept—shooting a cannonball around a destructible battlefield while your troops skirmished with the enemy—left players wowed. Or confused.

It's a reaction that Odama creator Yoot Saito must be accustomed to by now. His Dreamcast-era Seaman game was highly acclaimed and very experimental. It put players in charge of raising an aquatic creature, one that lived to communicate with you. Seaman relied on a mic: you talked to the human-faced fish; it learned how to speak, often stunning players with its use of memorized details from their lives.

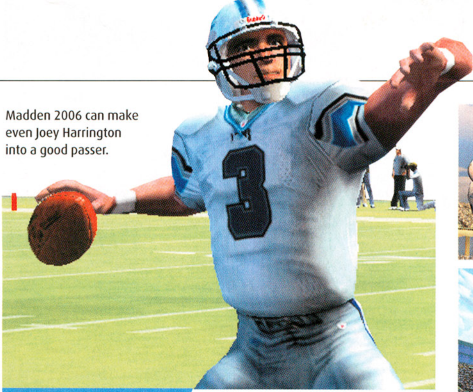
One year later, Saito's equally strange cannonballer is far more developed, with diverse fields that span countrysides and cities. In 2004, pinball control was the shocker. Mowing down your troops was fatal, but smashing foes converted 'em to your side. In '05, added troop control draws upon the GCN microphone. You'll give troops voice commands as general as moving left or right, or as specific as fording a river and rushing a gate. Saito's Odama is getting crazier and crazier. That is, better and better. —**Steven G.**



A ball bigger than King Kong's droppings, plus voice control? Sign us up!



Medieval dams, crowded ghettos, hilltop temples—nothing can stand against the mighty power of the Odama cannonball.



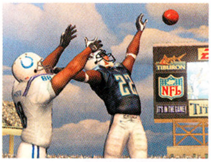
Madden 2006 can make even Joey Harrington into a good passer.

EA DROPS BACK, PASSES . . .

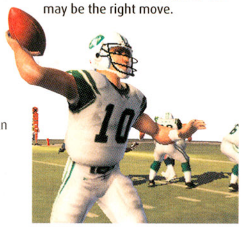
Madden 2006 Puts You in the Pocket

After last year's model pumped up the defense, the 2006 Madden update narrows in on one position: quarterback.

Passing—one of the most important aspects of the actual NFL game—has been a longtime frustration for some Madden players, since successful passing has often seemed more like a product of luck than of skill. With Madden 2006, EA intends to correct that problem with its focus on QB. While controlling the QB, you can scan the field for open receivers, fake out defenders and target receivers with pinpoint precision. Given EA's track record, we're confident the developers won't drop the ball. —**George S.**



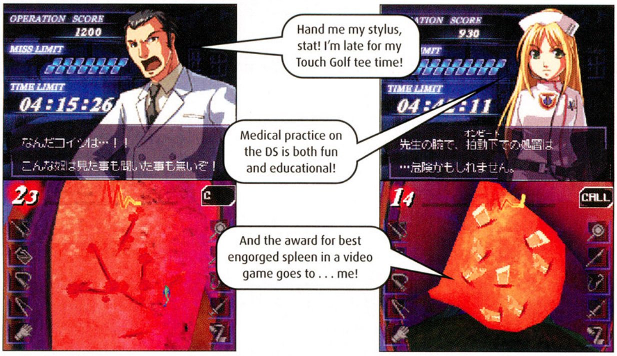
In addition to choosing the receiver, you can select the exact location for the ball to drop. If your receiver has the vertical advantage, a jump ball may be the right move.



WE CAN REBUILD HIM. WE HAVE THE TECHNOLOGY.

Heat Stopping Action—Literally

WITH ALL OF OUR TALK ABOUT WAR AND FOOTBALL, it's good to know that there is at least one game dedicated to stitching people up rather than tearing them apart. Atlus's Trauma Center: Under the Knife (formerly Caduceus) lets you feel the pressure a top surgeon is under during and between operations. When an outbreak sweeps the city and the patients start lining up outside the door, it's up to you to keep the bodies from getting cold. Surgery starts this summer. —George S.


OPERATION SCORE
1200
MISS LIMIT
TIME LIMIT
04:15:26
なんだコインは…！！
こんな奴は見た事も聞いた事も無いぞ！
23
Hand me my stylus, stat! I'm late for my Touch Golf tee time!
Medical practice on the DS is both fun and educational!
And the award for best engorged spleen in a video game goes to . . . me!
930
TIME LIMIT
オンビート
先生の腕で、拍動下での処置は
…危険かもしれません。
14
CALL

TWICE THE TAGGING

Teen Titans Teamwork

More anime, less toon. TV's cool supergroup is soon going for gamers.

Teen Titans **has earned its fan mania. DC's hero team got a big Japanese makeover for its animated debut, including a supersugary theme song from pop group Puffy AmiYumi. Each episode explodes with energy, so Majesco's GCN and GBA games, now slated for 2005, hold major promise for gameplay. The Teen Titan games will rely heavily on tag-teaming, so players can swap out the group's heroes (like Batman expat Robin and psychic chick Raven) on the fly.**

DK Country, Last Stop

The GBA explores the final stretch of Donkey Kong's native land.

In the third game in the tag-teaming platformer series from the Super NES era, DKC3 brings whirly-girl Dixie and supersized Kiddy Kong to the fore. We don't yet know if there are new features set for the GBA version, but we fondly recall that, among the other change-ups in DKC3, Kiddy's bulk helped crack open the earth, and Kremlings used the all-important DK Coins as shields.

BACK TO BABYLON

Prince without a Kingdom

First he learned to control time; then he found the woman he loves; now the Prince returns to regain his honor.

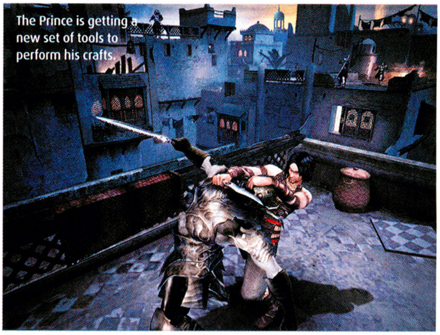
Ubisoft recently announced an addition to one of the best console series around: Prince of Persia 3. In the latest installment, the prince returns to his home city of Babylon. But things aren't how he left them—the city has been nearly destroyed by war, and the kingdom he once called home doesn't want him around anymore. Now on the lam, the prince lurks in the shadows of the city, running away from those hunting him down.

The prince won't be without ways to fight back, however. A revamped combat system will allow him to employ stealth and other new attacks. Also, for the first time in the series, you'll play as another character besides the prince. Although Ubisoft has been coy about who the other playable character will be, it seems that you'll have the opportunity to control Kaileena, his love interest (and adversary) from Warrior Within. We do know that the fighting styles for each character will be very distinct, adding another aspect to already deep gameplay.

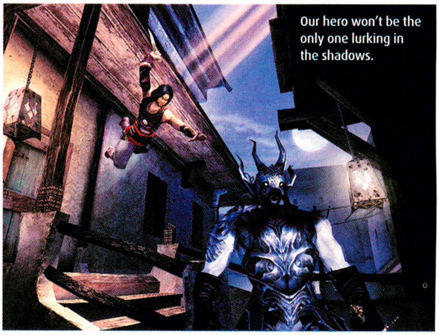
Previous PoP games have adhered to a somewhat linear path; prince of Persia 3 looks to open up the feel of the game, allowing the prince to explore Babylon more freely. It probably won't quite be a Grand Theft Auto-style environment, but we do expect much more versatile level design.

The most reliable aspects of the series will remain, however—Ubisoft promises to take series hallmarks such as breathtaking acrobatics and time manipulation even further than ever before. We'll learn more at E3—PoP3 will be one of the showcase titles in Ubisoft's lineup.

—Chris S.



The Prince is getting a new set of tools to perform his crafts.



Our hero won't be the only one lurking in the shadows.

DON'T-MISS Calendar

Five days make all the difference. Games, movies, music—this month's claims to fame are on the way.

5-23

Two miracles grace GBAs. WarioWare: Twisted! and Fire Emblem: The Sacred Stones—in one day? The first makes your handheld breakdance; the second goes medieval on your GBA.

5-24

Gorillaz go on the rampage. The second CD from the virtual hip-hop act puts a headlock on stores. In '01, Gorillaz broke free from their cel-shaded realm; with *Demon Days*, they'll do it again.

6-13

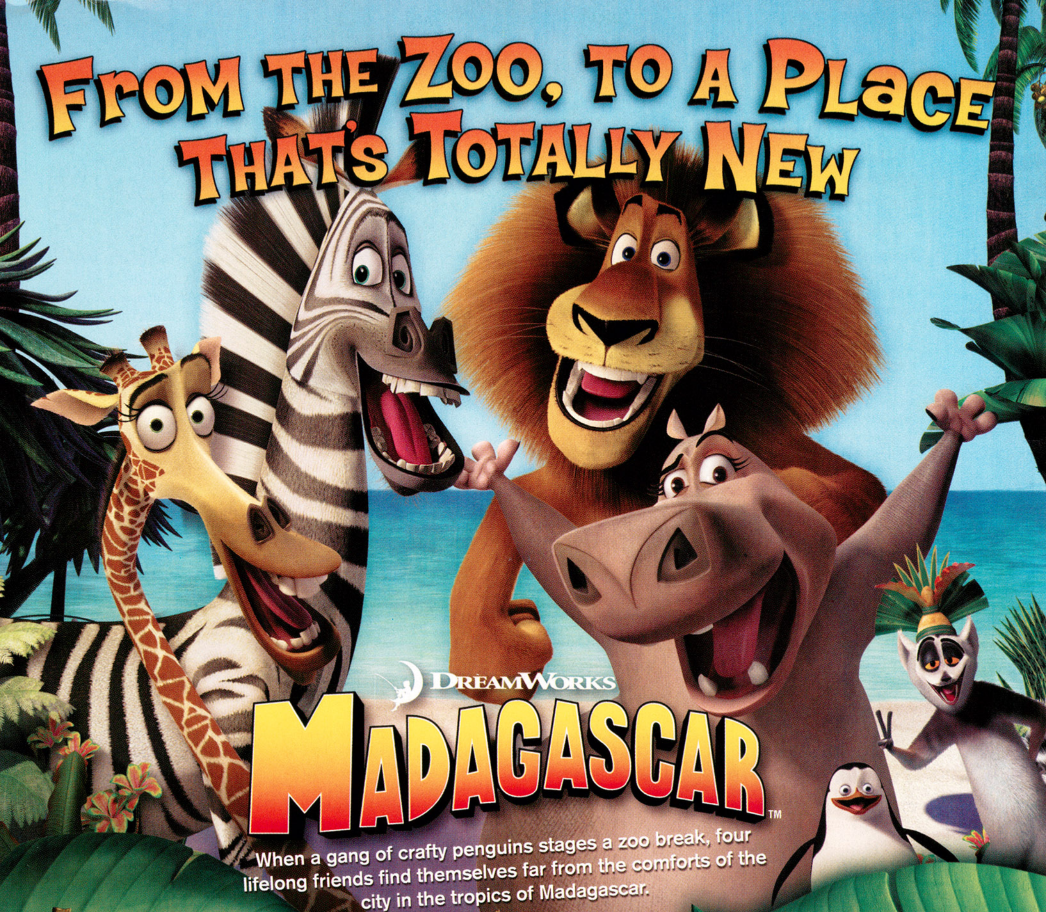
Kirby & Yoshi take a spin. DS owners see their first 2-D platform epic today with Kirby: Canvas Curse; and Nintendo's dino does gyro control in Yoshi Topsy-Turvy way different from Wario.

6-14

Killer 7 gives RE4 the chills. Human hosts have been the evil residents of the GCN since January; now Capcom's latest horror emerges to challenge RE4 as the year's most insanely horrifying title.

6-17

Batman Begins. The wait ends. Fans finally get their wish with a movie that takes on Batman's psyche, plus a proper Dark Knight game that sees him in the right light: as a vigilante with scare tactics, not just dumb muscle.

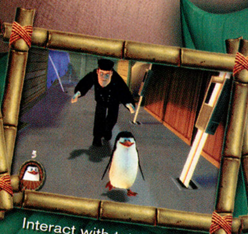

FROM THE ZOO, TO A PLACE THAT'S TOTALLY NEW
DREAMWORKS
MADAGASCAR™

When a gang of crafty penguins stages a zoo break, four lifelong friends find themselves far from the comforts of the city in the tropics of Madagascar.

Play as Alex, Marty, Gloria, Melman and the crafty Penguins.

RESCUE THE LEMURS!
0/4

Adventure through action-packed chapters based on the movie.



Interact with totally new characters and locations unique to the game.

Smash the Melons!
16/19
5
Use/Talk

Roar, kick, bounce and spin as you learn to survive the wild.

ACTIVISION

activision.com

www.madagascar-thegame.com

DREAMWORKS ANIMATION SKG

PlayStation 2

XBOX

NINTENDO GAMECUBE

NINTENDO DS™

GAME BOY ADVANCE

PC CD-ROM SOFTWARE

EVERYONE 10+

E 10+

Cartoon Violence
Crude Humor

ESRB CONTENT RATING www.esrb.org

Toys for Bob

Vicarious Visions

BEENOX

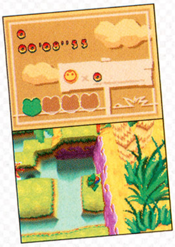
Madagascar TM & © 2005 DreamWorks Animation L.L.C. All rights reserved. Game © 2005 Activision, Inc. Published by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. PS2, Xbox® & NGC developed by Toys for Bob. PC developed By Beenox. GBA and NDS developed by Vicarious Visions. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox® and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. Nintendo, Nintendo GameCube, Nintendo DS, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. PC CD-ROM logo and © IEMA 2003. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

ESCAPED THEIR TANKS

The Jump to Dual Screen

A DS Frogger has been known for months; at last it swims into view.

Konami is bringing a lot of its biggest franchises to the DS, and among them is its long-legged Frogger series. Early screenshots show that Frogger: Helmet Chaos will use dual-screen design to make the status menu persistent on the upper screen, and tap into DS wireless for four-player action of the hop-and-dodge variety.



Turtles Slice 'n' Dice

Teenage mutants hit the GCN a third time and debut on the DS.

In the Teenage Mutant Ninja Turtles fall '05 action title for the Nintendo GameCube, the heroes will take on rat maniac Shredder, and introduce evolving attack abilities. A DS version of the game, also due in the fall, will display action on both screens, plus enable four-player wireless co-op gameplay. Cowabunga!

CRASH INTO ME

Double Dash, Crash-Style

The bandicoot gets back behind the wheel in Crash Tag Team Racing. Boo-yah, Grandma. Boo-yah.

Before starring in the competent yet unremarkable Crash Nitro Kart, Crash Bandicoot and pals tore up the track in one of the greatest Mario Kart clones of all time: Crash Team Racing by series creator Naughty Dog. The prolific marsupial's new caretaker, Radical Entertainment (the team behind The Simpsons: Hit & Run), will help him try to recapture some of that long-lost glory with this fall's Crash Tag Team Racing for Nintendo GameCube.

To that end, Radical is introducing a couple of unique elements to help separate the game from the pack. During a race, you can fuse two cars together on the fly to form a supervehicle; one player steers the souped-up ride while the other mans the rear weapon. The other interesting twist is that players can actually get out of the car and explore the world on foot, collecting upgrades for their karts and unlocking bonus tracks. Whether that involves any of Crash's trademark platforming hijinx is unknown at this time. Jordan Reicheck, best known for his work on *Ren & Stimpy*, will pen the game's story and hopefully bring about a return to form for the once genuinely funny mascot.

Though details are scarce, a Nintendo DS version with four-player wireless support is also planned.
—Steve T.

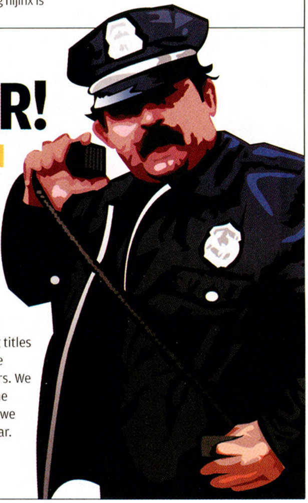
Just in case bandicoots driving cars weren't surreal enough . . .

PUT DOWN THE DOUGHNUTS

I Said PULL OVER!

John Q. Law has a new beat. He's going underground to get you darn kids for going over the limit in Need for Speed: Most Wanted.

The red-and-blue lights have once again appeared in the rear-view mirror—your friendly neighborhood police officer is back with a vengeance in Need For Speed: Most Wanted. Need for Speed has become more a brand identity than a continuous series, so it has the rare opportunity among video game franchises to change hats at will. As the newest addition to the legacy, Most Wanted melds the cop-chasing antics of the early titles with the street-racing edge of the wildly successful Underground games. Although it seems that this direction is a natural fit for the future of the franchise, it remains to be seen whether this amalgamation will make a clean getaway. With only the briefest description of the upcoming titles for GCN and DS, we still have more questions than answers. We hope to learn more about the hotly anticipated title when we visit EA's booth at E3 this year.
—Chris S.



METROID®
PRIME
HUNTERS

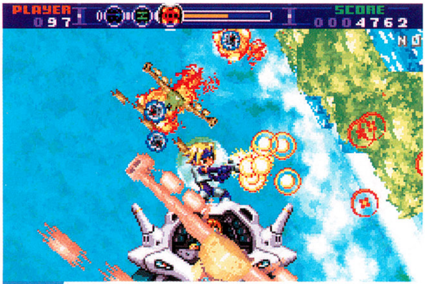
MERCILESS BOUNTY HUNTERS
FROM ACROSS THE GALAXY
WILL STOP AT NOTHING
TO POSSESS THE POWERFUL RELICS
OF AN EXTINCT WARRIOR RACE.
SAMUS ARAN FACES
HER GREATEST CHALLENGE EVER!

NINTENDO DS™

© 2005 Nintendo.
Developed by Nintendo Software Technology Corp.

RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org for updated rating information.

NINTENDO POWER
METROID®
PRIME
HUNTERS



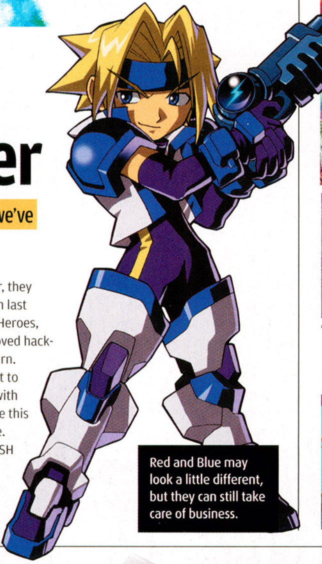
SEGA!

Gunstar Heroes Shocker

Treasure finally caves in and gives fans the sequel we've been begging for.

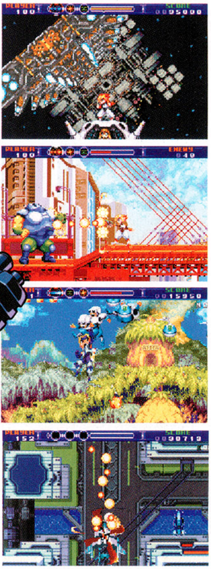
It's been 12 long years since the original Gunstar Heroes was released on the Sega Genesis. A cult classic among the Sega faithful (yours truly included), it set a new standard for action games and forever ingrained the name Treasure in the minds of hardcore enthusiasts. After spending years cranking out sequels at Konami (including games in the Castlevania and Contra series), the folks at Treasure enacted a strict no-sequel policy when they broke out on their own. Due to popular demand, however, they finally broke that rule with last year's Advance Guardian Heroes, the follow-up to their beloved hack-'n'-slash for the Sega Saturn. Lucky for us, they're about to make another exception with Gunstar Super Heroes, due this fall for Game Boy Advance.

True to its heritage, GSH is a fast-paced, no-holds-barred, fill-every-inch-of-the-screen action tour de force. Like the original, it offers three styles of weaponry with which to dispatch some of the most impressive enemies ever seen in 2-D. Red and Blue return as playable characters, offering two distinctly different paths through the adventure. As if all that weren't enough to give fans a coronary, the game will make numerous references to Sega classics, including After Burner music that plays during an aerial sequence, and mini-bosses from Golden Axe. —**Steve T.**

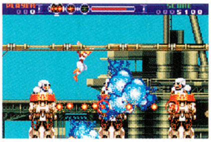


Red and Blue may look a little different, but they can still take care of business.

PUSHING THE GBA TO ITS LIMITS



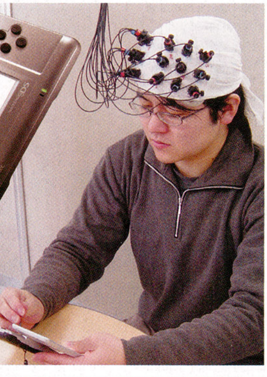
Sega references abound, including this top-down stage inspired by Thunder Blade.



NEWS FROM JAPAN!

Other Brains Beating Up on You?

IS YOUR GRAY MATTER FLABBY? A BRAIN-ORIENTED BOWFLEX is just what you need, according to the theory posed by Ryuta Kawashima. The Japanese professor believes that the brain is a muscle like any other; and that, without proper exercise, it will wither away. Atrophy, as brainiacs like to say. Kawashima's work has become popular in Japan; and DS Brain Training will bring his exercises to life via DS touch and mic control. Those in training will solve simple math problems (via stylus) and read text aloud (into the mic), both staples of the prof's fitness regime. Reportedly, for players who've been willing to stick electrodes to their heads, the DS game makes their brain scans light up like a Christmas tree. Lucky Japanese DS owners will be able to pick up the title in May. North Americans? Hopefully this one will someday be announced for release here; until then, we'll simply need to be content with couch potatoes for brains. —Steven G.



SUPERFAN FIGHT!

One Piece Set to Brawl

The insanely popular Shonen Jump hit plans to work over the GCN.

One Piece has dominated manga, and debuted on North America TV easily last year; now the pirate series will commandeer the GCN in a 3-D fighter that Bandai has readied for September. We saw it in action and laughed ourselves right off the plank—it's living up to OP's over-the-top rep.

Zatch Bell Battles, Too

A cartoon newcomer tries to outmove and outweird its competition.

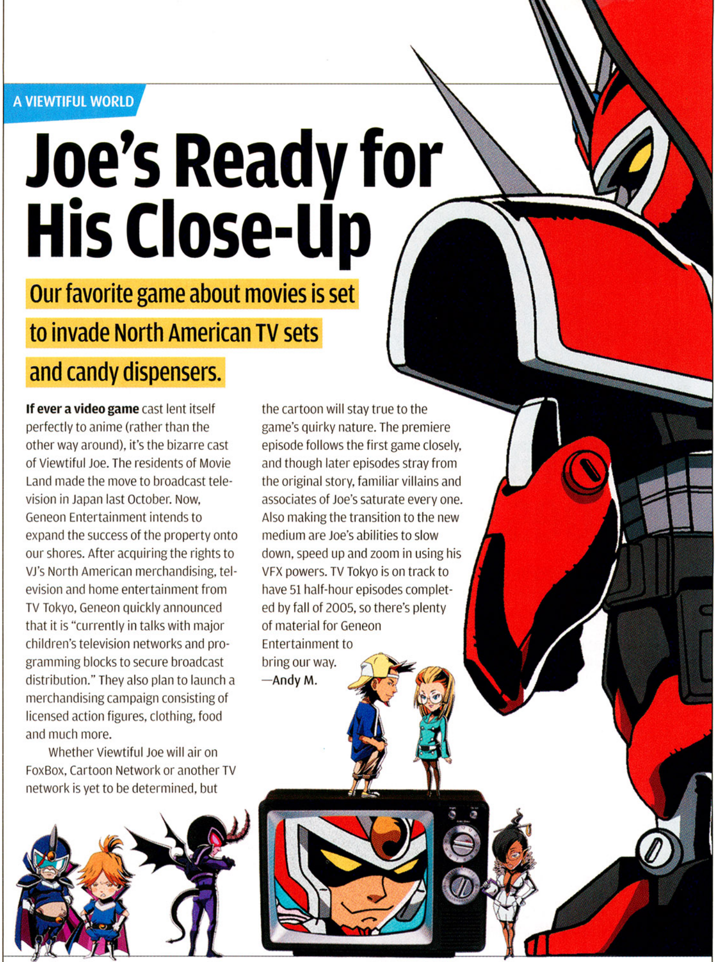
The cartoon *Zatch Bell!* jumped the Pacific earlier this year, and it's already earned its own GCN fighter, thanks to Bandai (also slated for September). Humans order magical doll-things to do their bidding in the series; in the brawler, players will draw upon each doll's specialty, like Zatch Bell's electric powers, to unleash a crazy array of attacks.

キャンチョメ/フォルゴレ
55

A VIEWTIFUL WORLD

Joe's Ready for His Close-Up

Our favorite game about movies is set to invade North American TV sets and candy dispensers.



If ever a video game cast lent itself perfectly to anime (rather than the other way around), it's the bizarre cast of Viewtiful Joe. The residents of Movie Land made the move to broadcast television in Japan last October. Now, Geneon Entertainment intends to expand the success of the property onto our shores. After acquiring the rights to VJ's North American merchandising, television and home entertainment from TV Tokyo, Geneon quickly announced that it is "currently in talks with major children's television networks and programming blocks to secure broadcast distribution." They also plan to launch a merchandising campaign consisting of licensed action figures, clothing, food and much more.

Whether Viewtiful Joe will air on FoxBox, Cartoon Network or another TV network is yet to be determined, but the cartoon will stay true to the game's quirky nature. The premiere episode follows the first game closely, and though later episodes stray from the original story, familiar villains and associates of Joe's saturate every one. Also making the transition to the new medium are Joe's abilities to slow down, speed up and zoom in using his VFX powers. TV Tokyo is on track to have 51 half-hour episodes completed by fall of 2005, so there's plenty of material for Geneon Entertainment to bring our way.

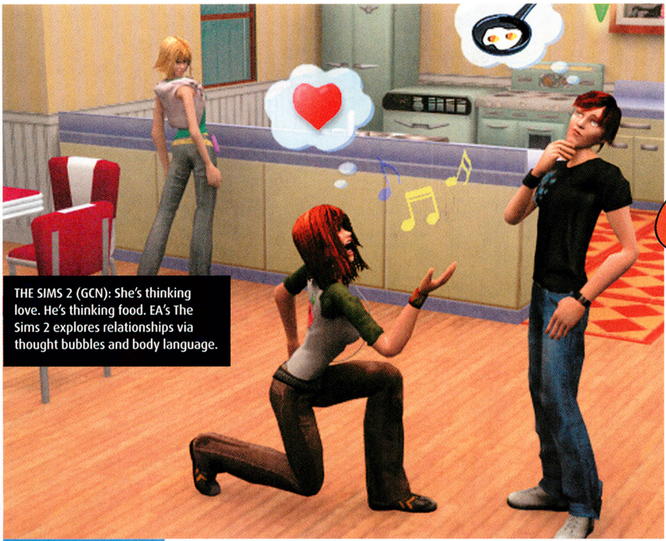
—**Andy M.**

ROCK AND ROLL SUPERHEROES

Theme Scheme

ACTIVISION'S FANTASTIC FOUR movie adaptation is going to rock its way onto the GCN with original theme songs from a quartet of bands on the rise. Taking Back Sunday leads with Mr. Fantastic's "Error Operator." Jurassic 5 takes on The Thing with "Clobberin' Time." "I'm on Fire" from The Explosion gives The Human Torch the spotlight, and Go Betty Go weighs in with "Everywhere," about The Invisible Woman. A sample: "You can't touch me, you can't feel me. I'm invisible—invisible. You can't beat me, you can't see me. I'm everywhere—everywhere." The game debuts in June. —George S.

Fantastic Four—The members of Go Betty Go are increasing their visibility with a tribute to the Invisible Woman on Activision's game soundtrack.



THE SIMS 2 (GCN): She's thinking love. He's thinking food. EA's The Sims 2 explores relationships via thought bubbles and body language.

REACHING FOR REALITY

Your Life 2.0

EA's top-selling PC title keys in on customization on Nintendo GameCube, Nintendo DS and Game Boy Advance.

No game franchise epitomizes the phrase "be yourself" more than The Sims. For five years, the wildly popular Sims games have allowed players to manage nearly every aspect of their in-game avatars' lives. The Sims 2, due out for Nintendo systems this year, provides more variety than ever.

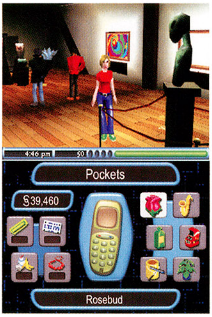
"At a basic level, The Sims 2 offers all of the features and open-ended gameplay that made the original Sims so much fun to play," said EA's Sims 2 development director, Hans ten Cate, in an NP interview. "In addition to the enhanced graphics, character customization, tons of new content and a completely editable 3-D world, the most significant new features are the inclusion of genetics, memories and a system of wants and fears called 'aspirations.'"

The game also presents a new system that challenges players to execute social moves on player-controlled Sims to befriend them, getting feedback through body language. "If you fail to keep their interest, or worse, upset them, they are less likely to warm up to you the next time you try to talk to them," said ten Cate.

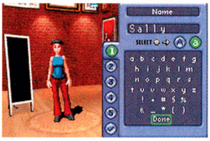
Sims have to eat, too. In previous incarnations, food came in basic prepackaged units, and was used only to sustain your character's life. In the new game, you can choose from 45 raw ingredients and combine them to create your own dishes, resulting in tasty treats or nasty surprises.

Though the GBA and DS versions of the Sims games have given players direct control over their Sims since the release of The Sims: Bustin' Out in 2003, the GCN versions have adopted something more akin to point-and-click control. The GCN iteration of The Sims 2, however, implements control similar to that of a standard third-person-perspective action game. The DS version is similar to the GCN version in gameplay and graphics, and the GBA version is a story-based spin-off.

—George S.



THE SIMS 2 (DS): The Nintendo DS version of the Urbz was similar to the GBA version. The Sims 2 for the DS has more in common with the GCN game of the same name.

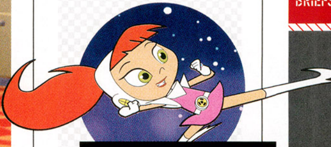


THE SIMS 2 (GBA): Keeping with Sims tradition, the GBA version of The Sims 2 is a story-driven adventure—this time, a road trip in which you set up rock concerts from town to town.

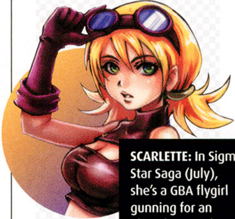
ROLE ROUNDUP

Grrl Power

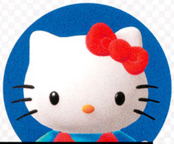
Three coming soon, one stuck in limbo: Barbie, step off!



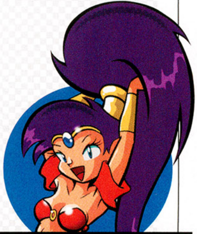
ATOMIC BETTY: The Cartoon Network's galactic guardian will kick butt on the GBA in November.



SCARLETTE: In Sigma Star Saga (July), she's a GBA flygirl gunning for an alien-free earth.



HELLO KITTY: Sanrio's main squeeze will go 3-D on the GCN this fall, also fighting an alien invasion.



SHANTAE: With hair more lethal than Medusa's, the genie ruled the game boy color. Why hasn't a publisher picked up the bellydancer's GBA romp from WayForward, its developer? It's a mystery to us.

GAME WATCH FORECAST

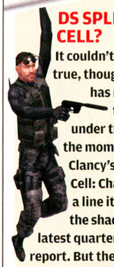
Ding! It's done! That's what we like to hear when we're cooking up some fine toaster strudel. Takes way more than a minute to finish a game, however, so check out if your fave is ready to pop.

Announced
In Development
Ready for Release

NINTENDO GAMECUBE

Game Title	Publisher	●●●
187 Ride or Die	Ubisoft	●●○
Barnyard	THQ	●○○
Batman Begins	EA	●●○
Battalion Wars	Nintendo	●●○
Bratz*	THQ	●○○
Call of Duty: Big Red One	Activision	●●○
Charlie and the Chocolate Factory	2K Games	●●○
The Chronicles of Narnia: the Lion, the Witch and the Wardrobe	Disney	●●○
Crash Tag Team Racing	VU Games	●●○
Dance Dance Revolution: Mario Mix	Nintendo	●●○
Digimon World 4	Bandai	●●●
Disney/Pixar's The Incredibles: Rise of the Underminer	THQ	●○○
Disney's Chicken Little	Disney	●○○
Fantastic Four	Activision	●●○
Fire Emblem: Path of Radiance	Nintendo	●●○
Frogger: Ancient Shadow	Konami	●●○
From Russia with Love	EA	●●○
Geist	Nintendo	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon: Another Wonderful Life	Natsume	●●○
Hello Kitty Roller Rescue	Namco	●●○
The Incredible Hulk: Ultimate Destruction	VU Games	●●○
International Golf and Tennis	Ignition	●●●
Killer 7	Capcom	●●●
Knights of the Temple	Aspyr	●●●
The Legend of Zelda: Twilight Princess	Nintendo	●●○
Madagascar	Activision	●●●
Madden NFL 2006	EA	●●○
Mario Baseball	Nintendo	●●○
Mario Party 7	Nintendo	●●○
Mark Davis Pro Bass Challenge	Natsume	●○○
Marvel Nemesis: Rise of the Imperfects	EA	●●○
Medal of Honor: European Assault	EA	●●○
Midway Arcade Treasures 3	Midway	●●○
Mini-Golf Mayhem	Crave	●○○
The Movies	Activision	●●○
Namco Museum: 50th Anniversary Arcade Collection	Namco	●○○
Need for Speed: Most Wanted	EA	●○○
Nicktoons*	THQ	●○○
Nintendo Pennant Chase Baseball	Nintendo	●●○
Odama	Nintendo	●●○
One Piece: Grand Battle	Bandai	●●○
Pac-Man World 3	Namco	●●○
Peter Jackson's King Kong	Ubisoft	●●○
Pokémon XD	Nintendo	●●○
Prince of Persia 3*	Ubisoft	●●○
Room Zoom: Race for Impact	Jaleco	●●○
Scooby-Doo! Unmasked	THQ	●○○
Shadow the Hedgehog	Sega	●●○
Shrek Superslam	Activision	●●○
The Sims 2	EA	●●○
Spartan: Total Warrior	Sega	●●○
Splinter Cell 4*	Ubisoft	●○○
SpongeBob SquarePants*	THQ	●○○
Starcraft: Ghost	VU Games	●●○
Super Mario Strikers	Nintendo	●●○
Tak 3*	THQ	●○○
Teen Titans*	Majesco	●○○
Teenage Mutant ninja Turtles 3*	Konami	●○○
Tom Clancy's Ghost Recon 3	Ubisoft	●○○
Tom Clancy's Rainbow Six Lockdown	Ubisoft	●○○
Ultimate Spider-Man	Activision	●●○
WWE: Day of Reckoning 2	THQ	●●○
World Championship Poker	Crave	●○○
X-Men Legends II: Rise of Apocalypse	Activision	●●○
Zatch Bell!	Bandai	●●○

NEW DEVELOPMENTS!

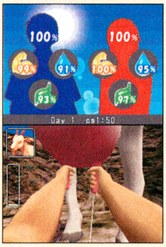


DS SPLINTER CELL?

It couldn't be more true, though Ubisoft has really kept this one under the radar. At the moment, Tom Clancy's Splinter Cell: Chaos Theory is a line item hiding in the shadows of Ubi's latest quarterly financial report. But the listed release date indicates that the DS game is nearly ready to strike—it'll be released before the end of June.

UDDER WONDER

Island-survival game Lost in Blue is set for August, and new screenshots reveal the calcium-enriched goodness of touching. Drink up!



JUKA MAGIC SOON

Indie publisher Orbital Media caught our eye with Racing Gears Advance. But how's its next GBA game, Juka and the Monophonic Menace, coming along? Due out just after E3, Juka's grown into a sizable fantasy epic that has an unusual magic system: you'll shake down plants (all very musical in Juka's sound-centric world) for potion ingredients.

GAME BOY ADVANCE

Game Title	Publisher	●●●
Backyard Skateboarding	Atari	●○○
Barnyard	THQ	●○○
Batman Begins	EA	●●○
Bionicle: Maze of Shadows	THQ	●●○
Bratz*	THQ	●○○
Charlie and the Chocolate Factory	2K Games	●●○
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	Disney	●●○
CT Special Forces 3: Bioterror	Hip Games	●●○
Danny Phantom*	THQ	●○○
Disney's Chicken Little	Disney	●●○
Disney's Cinderella: The Game	Disney	●○○
Disney's Herbie: Fully Loaded	Disney	●●○
Disney's Kim Possible 3	Disney	●○○
Disney's Lizzie McGuire 3	Disney	●○○
Disney's That's So Raven 2	Disney	●○○
DK: King of Swing	Nintendo	●●○
Donkey Kong Country 3	Nintendo	●○○
Dragon Ball GT: Transformation	Atari	●●○
Dynasty Warriors Advance	Koei	●●○
everGirl*	THQ	●○○
The Fairly OddParents!*	THQ	●○○
Fantastic Four	Activision	●●○
Fire Emblem: The Sacred Stones	Nintendo	●●●
Gumby vs. The Astrobots	Namco	●○○
Gunstar Super Heroes	Sega	●●○
Hamtaro: Rainbow Rescue	Nintendo	●○○
Hardcore Pool	Telegames	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon: More Friends of Mineral Town	Natsume	●●○
Hugo: Bukkazoom	Namco	●●○
Juka and the Monophonic Menace	Orbital	●●○
Legend of the River King Advance	Natsume	●●○
Madagascar	Activision	●●○
Mario Tennis Advance	Nintendo	●○○
Mega Man Anniv. Collection	Capcom	●●○
Mega Man Battle Network 5: Team Protoman/Team Colonel	Capcom	●●○
Mickey's Magical Quest 3	Capcom	●●○
Mr. Driller 2	Namco	●●●
Nicktoons*	THQ	●○○
One Piece	Bandai	●●○
Pac-Man Pinball Advance	Ubisoft	●●●
Payback	Destination	●○○
Pirate Battle	Orbital	●●○
Pirates of the Caribbean: Dead Man's Chest	Disney	●○○
Popeye: Rush for Spinach	Namco	●●●
Power Rangers*	THQ	●○○
RebelStar: Tactical Command	Namco	●●○
Riviera: The Promised Land	Atlus	●●○
Santa Claus Saves the Earth	Telegames	●●○
Scooby-Doo! Unmasked	THQ	●○○
Scrabble Blast	Destination	●●●
Scurge: Hive	Orbital	●●○
Shrek Superslam	Activision	●○○
Sigma Star Saga	Namco	●●○
SpongeBob SquarePants*	THQ	●○○
Star Wars Episode III: Revenge of the Sith	Ubisoft	●●●
Super Robot Monkey Team Hyperforce Go!	Disney	●○○
Tak 3*	THQ	●○○
Teen Titans*	Majesco	●○○
Tim Burton's the Nightmare Before Christmas: The Pumpkin King	Disney	●●○
Tokyo Xtreme Racer Advance	Crave	●●●
Ultimate Pocket Games	Telegames	●●○
Ultimate Table Games	Telegames	●●○
WarioWare: Twisted!	Nintendo	●●●
W.I.T.C.H.*	Disney	●○○
World Reborn	Destination	●●○
X-Bladez: Inline Skater	Crave	●●○
Xyanide	Playlogic	●○○
Yoshi Topsy-Turvy	Nintendo	●●○

NINTENDO DS

Game Title	Publisher	●●●
Advance Wars: Dual Strike	Nintendo	●●○
Age of Empires II: The Age of Kings	Majesco	●●○
Animal Crossing DS*	Nintendo	●●○
Barnyard	THQ	●○○
Blades of Thunder 2	SummitSoft	●●○
Boktai*	Konami	●○○
Bomberman DS*	Ubisoft	●●○
Brain Twisting Game Vol. 1*	Aruze	●○○
Castlevania DS*	Konami	●●○
Choro-Q DS	Atlus	●○○
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe	Disney	●○○
Crash Tag Team Racing	VU Games	●○○
Disney/Pixar's Finding Nemo*	THQ	●○○
Disney/Pixar's The Incredibles: Rise of the Underminer	THQ	●○○
Disney's Kim Possible 4*	Disney	●○○
Disney's Lizzie McGuire*	Disney	●○○
Disney's That's So Raven*	Disney	●○○
Dragon Ball Z*	Atari	●○○
Dragon Booster	Konami	●●○
Dragon Quest Monsters*	Square Enix	●○○
Dynasty Warriors*	Koei	●○○
Egg Monster Heroes	Square Enix	●●○
Electroplankton	Nintendo	●●○
Final Fantasy III	Square Enix	●○○
Final Fantasy: Crystal Chronicles*	Square Enix	●○○
Frogger: Helmet Chaos	Konami	●●○
Fushigi No Dungeon*	Chun Soft	●○○
The Game of Life DS	Atlus	●○○
GoldenEye: Rogue Agent	EA	●●○
Harry Potter and the Goblet of Fire	EA	●●○
Harvest Moon DS*	Natsume	●●○
Historical Simulation Game*	Koei	●○○
Intern Tendo Dokuta	Spike	●○○
Jam with the Band*	Nintendo	●●○
Johnny Rocketfingers	Conspiracy	●○○
Kirby: Canvas Curse	Nintendo	●●○
Legend of the River King*	Natsume	●○○
The Legend of Zelda: Four Swords*	Nintendo	●○○
Lost in Blue	Konami	●●○
Lunar genesis	Ubisoft	●○○
Madagascar	Activision	●●○
Mah-Jong*	Koei	●○○
Mario & Luigi 2	Nintendo	●●○
Mario Kart DS*	Nintendo	●●○
Mega Man Battle Network*	Capcom	●○○
Meteos	Nintendo	●●○
Metroid Prime Pinball	Nintendo	●●○
Metroid Prime Hunters	Nintendo	●●○
Mini RC Rally	SummitSoft	●●○
Mobile Suit Gundam Seed	Bandai	●○○
Monster Rancher	Tecmo	●○○
Moonlight Fables*	Majesco	●○○
Nanostray	Majesco	●●○
Need for Speed Underground 2	EA	●●●
New Super Mario Bros.*	Nintendo	●●○
Nicktoons*	THQ	●○○
Nintendogs	Nintendo	●●○
One Piece*	Bandai	●○○
Organizer Plus	SummitSoft	●○○
Pac 'n Roll	Namco	●●○
Peter Jackson's King Kong	Ubisoft	●○○
Phoenix Wright: Ace Attorney	Capcom	●●○
Prince of Persia: Warrior Within	Ubisoft	●○○
Puyo Pop Fever	Atlus	●●●
Quad Desert Fury 2	Majesco	●○○
Real Time Conflict: Shogun Empires	Namco	●●○
Scooby-Doo! Unmasked	THQ	●○○
Secret of Mana*	Square Enix	●○○
Shin Megami Tensei DS*	Atlus	●○○
Shrek Superslam	Activision	●○○
Slime Morimori Dragon Quest*	Square Enix	●○○
Snowboard Kids DS	Atlus	●●○
Sonic DS*	Sega	●○○
Space Invaders Revolution	Mastiff	●●○
SpongeBob SquarePants*	THQ	●○○
Star Wars Episode III: Revenge of the Sith	Ubisoft	●●●
Super Pac-Man Pinball	Namco	●●○
Super Princess Peach	Nintendo	●●○
Tak 3*	THQ	●○○
Teenage Mutant Ninja Turtles	Konami	●○○
Texas Hold 'Em Poker	Majesco	●●○
Tom Clancy's Splinter Cell: Chaos Theory	Ubisoft	●●○
Touch Golf DS*	Nintendo	●●○
Trace Memory	Nintendo	●●○
Trauma Center: Under the Knife	Atlus	●●○
Ultimate Brain Games	Telegames	●○○
Ultimate Card Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●○○
Vandal Hearts*	Konami	●○○
Viewtiful Joe	Capcom	●○○
WINX*	Konami	●○○
World Soccer Winning Eleven*	Konami	●○○
Yu-Gi-Oh!: Nightmare Troubadour	Konami	●○○
Zoo Tycoon	THQ	●●○

*Tentative Title

Hugo™
THE EVIL MIRROR

Somewhere in the Tricky Troll forest the evil witch Scylla traps Hugo in a mirror using an evil spell. Scylla crushes the mirror and scatters it throughout the Tricky Troll forest.

Free Hugolina from Scylla's spell in this fun puzzle adventure!

Solve sixty tricky puzzles in three unique worlds to save Hugo!

EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence

GAME BOY ADVANCE

namco®

www.namco.com

© 2005 ITE Media ApS (Interactive Television Entertainment). Hugo™, Hugo the Troll™ and the Hugo device mark are trademarks of ITE Media ApS. The Hugo device is registered in U.S. Patent and Trademark Office. All Rights Reserved. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.

THE FAMILY TREE
TRACING THE LINEAGE OF GAMES

MASS DESTRUCTION!

Marvel's lean, green fighting machine rocks the GCN this summer with The Incredible Hulk: Ultimate Destruction. So what are its influences?

YOUR BIG BROTHER

BOBBY KNIGHT

INSTIGATORS
Anger management? Sure, it's a good idea, but it just doesn't take for some bad boys.

GRAND THEFT AUTO

FREE WILL
No rules, no consequences—sometimes you just have to let it all hang out. A recent trend in gaming lets players exhibit devilish behavior.

GODZILLA: DESTROY ALL MONSTERS

MONSTER MOVES
Sometimes you just want to destroy. Rampage blew open the door for all monster mashers to come.

GREEN HEROES
Even before Shrek, green characters were money.

SIGMA STAR SAGA™

When a double-agent's allegiance begins to waver, the galaxy finds itself in a precarious position.

Humanity is struggling to survive against the Krill onslaught. Ian Recker, a decorated pilot sent undercover to investigate the Krill's secrets, finds himself trapped in a moral dilemma.

The first RPG on the Game Boy® Advance to combine a deep storyline and well-developed characters with a space-shooter battle engine.

Branching storyline with four endings and 20+ hours of gameplay.

www.SigmaStarSaga.com

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org for updated rating information.

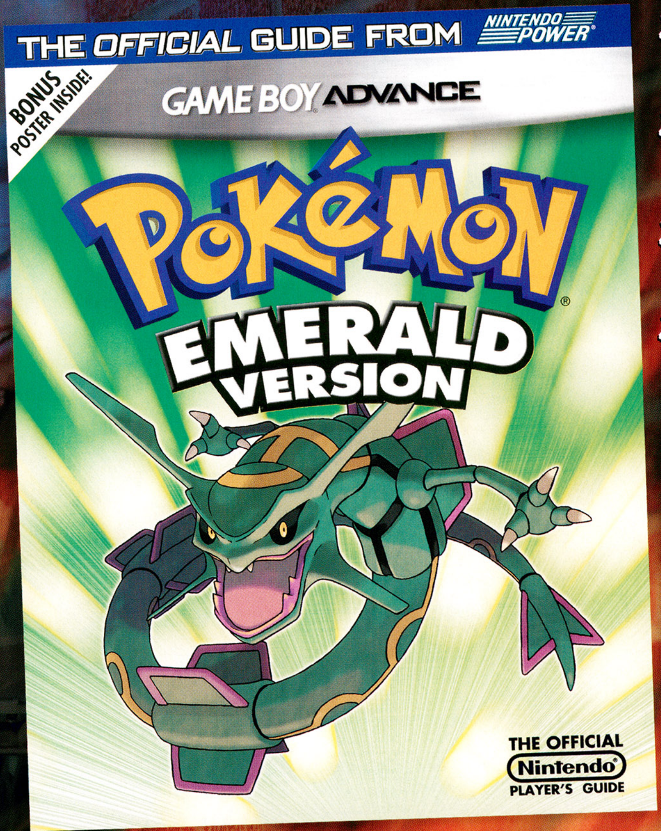
GAME BOY ADVANCE

namco®

www.namco.com

SIGMA STAR SAGA™ ©2004 2005 NAMCO HOMETEK, INC., ALL RIGHTS RESERVED. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.

GET IT NOW!


THE OFFICIAL GUIDE FROM NINTENDO POWER
BONUS POSTER INSIDE!
GAME BOY ADVANCE
Pokémon
EMERALD VERSION
THE OFFICIAL Nintendo PLAYER'S GUIDE

✘ **COMPLETE WALK-THROUGH**
Across all terrains and against every Trainer, we show you the best strategy for every location.

✘ **DETAILED MAPS**
Find your way around Hoenn's cities and routes with maps that call out secrets and special encounters.

✘ **EXHAUSTIVE POKéDEX**
Look up information on every Pokémon you'll encounter, including evolution information and complete moves lists.

✘ **BATTLE TACTICS**
The best strategy for every situation is at your fingertips, no mater what your opponent throws at you.

248 PAGES!

BATTLE FRONTIER

The true test of a Trainer's worth lies far east of the Hoenn mainland. The small, unassuming island known as the Battle Frontier is home to seven challenging battle arenas. As you claw your way to victory defeating Trainers and their bosses—Frontier Brains—you'll accumulate Battle Points (BP), which you can trade for useful items and new moves for your Pokémon.

1 THE FRONTIER PASS

When you arrive at the Battle Frontier's welcome center, speak with the clerk at the information counter. She'll upgrade your Trainer Card to the Frontier Pass, which will keep track of Battle Points and Frontier Symbols you've accrued. The pass also features a handy map of the area.

To view your Frontier Pass, press the Start Button and select your Trainer's name from the menu.

POKéMART

CALCIUM	9,800	MAX POTION	2,500
CARBOS	9,800	MAX REPEL	700
FULL HEAL	600	PROTEIN	9,800
FULL RESTORE	3,000	REVIVE	1,500
HP UP	9,800	ULTRA BALL	1,200
HYPER POTION	1,200	ZINC	9,800
IRON	9,800		

CRUISE ON THE *S.S. TIDAL*

After you've completed the main story and entered the Hall of Fame, speak with your father. You'll receive the S.S. Ticket allowing you passage on the *S.S. Tidal*. Return to Lilycove City or Slateport and board the ferry. Seek out your friend Scott, who will invite you to compete at the Battle Frontier.

Following your initial cruise on the *S.S. Tidal*, you'll have the option to sail to the Battle Frontier.

Use your Pokémon's Fly ability to travel to and from the Battle Frontier following your first visit.

2 TRADING POKéMON

If you've got a Skitty in your party, you can swap with the girl in the building to the left of the Battle Tower. Though she will accept one of any EXP level, it's in your best interest to give up a higher-ranking Skitty. She'll offer you a spritely Meowth of the same experience level in return.

Your newly acquired Pokémon comes holding Retro Mail.

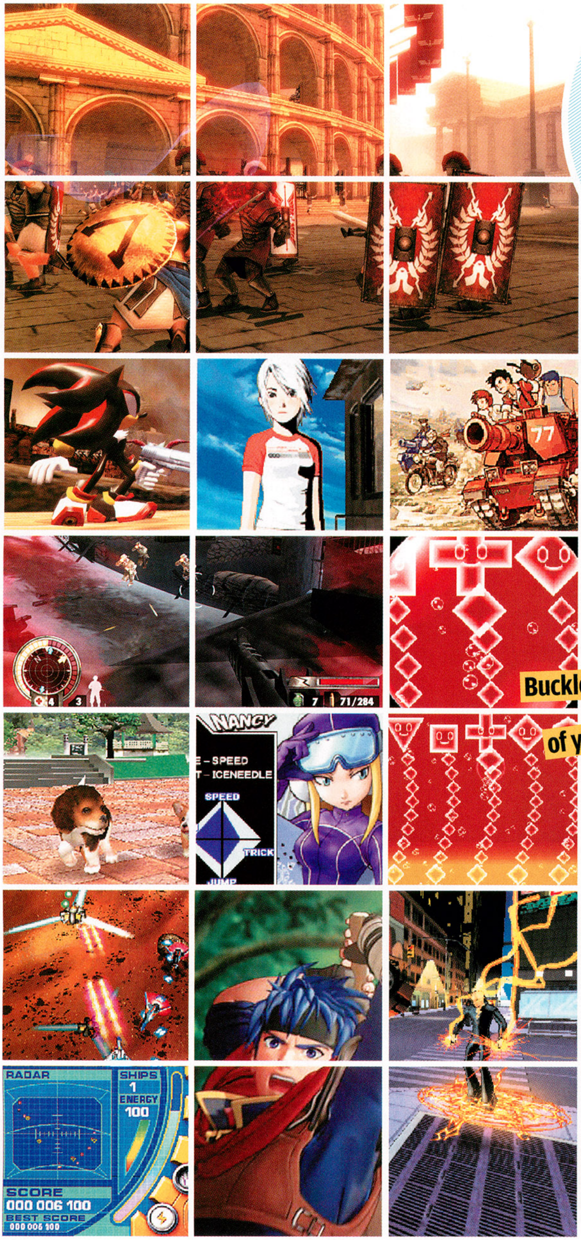
102 Pokémon Emerald Version
Nintendo Player's Guide

Also look for...

THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
FIRE EMBLEM
THE SACRED STONES

The pros at Nintendo Power are also busy developing detailed Player's Guides for Metroid Prime Hunters, The Legend of Zelda: Twilight Princess and many other top titles for Nintendo GameCube, Game Boy Advance and Nintendo DS. Stay tuned for more details because we'll be announcing all upcoming Player's Guide titles here!

TM & © 2005 Nintendo.



NINTENDO POWER
PREVIEW
JULY '05

THE KEY TO E3

Buckle up, buddy. You're in for the ride of your gaming life as we introduce 19 top titles for 2005

If you're a gamer, and we know you are, you have to love this time of the year. Publishers pull out their big guns for the fall, your fingers begin to twitch in anticipation and the excitement just keeps building. Beyond the clear winner for E3 buzz (see the Zelda cover story), there are loads of titles making noise—from innovative new franchises, such as Nintendogs and Trace Memory, to established series on new platforms, such as GoldenEye: Rogue Agent and Advance Wars: Dual Strike (both slated for arrival on the DS), and Fire Emblem (on its way to the Nintendo GameCube).

In this inaugural edition of our previews section, we share details about on what are sure to be some of the biggest titles of 2005, complete with new screens and previously undisclosed features. Want to know why Meteos is going to change the way you think about puzzle games? Or find out discover what makes Animal Crossing the Wi-Fi game of choice? Or find out which Marvel Comics superheroes are teaming up with villains in their latest adventures? Turn the page, dear reader, and all of the answers will appear before you.

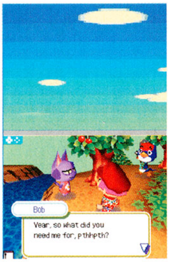
World Wild Web

>ANIMAL CROSSING DS

PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: NINTENDO • RELEASE: JULY 2005

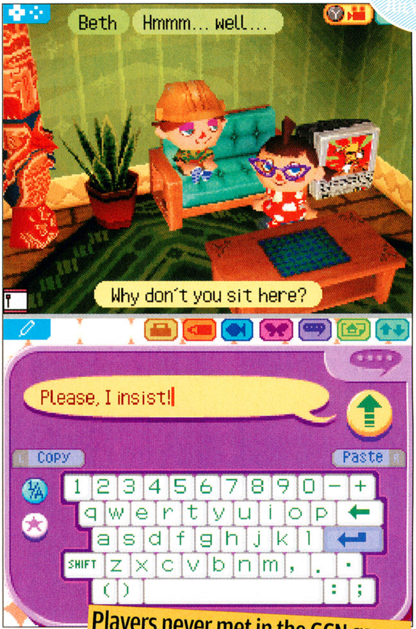
Gossip, shopping and style make the Animal Crossing world go 'round. If that wasn't obvious on a player's first day with the GCN debut—chatting with village neighbors, earning scratch to buy stuff for your house and designing your own threads—the animals soon showed that the game had nearly endless possibilities for blabbermouths, shopaholics and fashionistas. AC also offered seemingly endless diversions that ran the gamut of taste: You could go fishing or correspond via the mail, hunt for bugs or create wallpaper, hear K.K. Slider's latest unplugged jam or vie for home-design awards, just to name a few. But fans who've lived in the real-time world since '02 (as months, seasons and years haved passed) know best what made the world turn. It wasn't the vast but finite preset content on the GCN disc, but rather the content players created—everything from T-shirt designs to custom cuss words. Animals ate it up; so did other players.

The DS title will tap into player power like no other game. Short-range wireless will make travel to other players' villages a breeze, plus seed personalized content into the winds of change that will blow into other towns. But it's the Wi-Fi Internet connection that will fuel a maelstrom of global travel and player-content migration. As for what as might be in your DS village on your first day, we're told that we should think *more*: more animals, more stuff to buy, more buildings. On top of that, think of what one player could imagine, then multiply the effect by a million. Voilà; a world of surprises.
—Steven G.



Bob
Year, so what did you need me for, pthhpth?

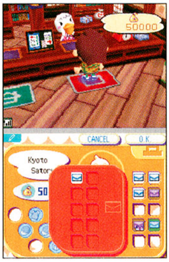
The GCN game had over 200 critters with unique personalities—more are on the way.



Beth
Hmmm... well...

Why don't you sit here?

Please, I insist!



Between Internet and local-wireless deliveries, the post office should be hopping.

Players never met in the GCN game. But now you won't be able to swing a cat without hitting a human in search of a good chat.

Puppy Love

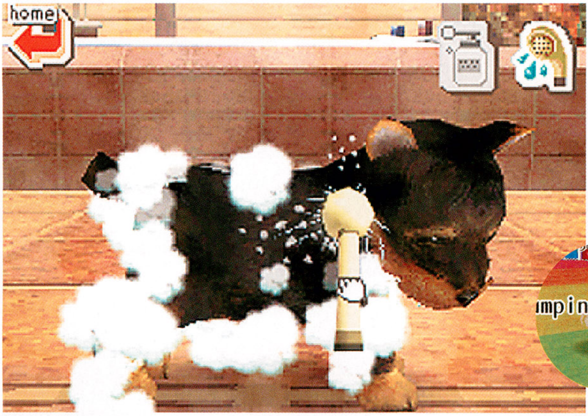
>NINTENDOGS

PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: NINTENDO • RELEASE: AUGUST 2005

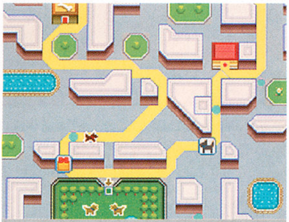
Nintendo has gone to the dogs with this summer's most loveable and infectious DS title. Complete with a box full of popular breeds, such as beagles, Yorkshire terriers and Labrador retrievers, Nintendogs allows you to buy puppies, play with them, nurture them and teach them tricks. A walk around the block proves to be an adventure—stop at the park, where your puppy can play with other canines in training, then jaunt to the pet supply store, where you can purchase toys, collars and doggy shampoo. A well-cared-for puppy will respond in kind by learning its name and voice commands that are associated with a collection of tricks.

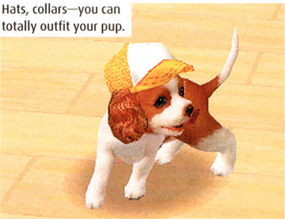
Once your pet has taken to your commands, you can show it off in competitions that test its physical abilities and willingness to behave on cue. Even when you're not training or showing your four-legged friend, puppy interaction is precious—a game of fetch with a ball or disc often turns into a prolonged scratching session with your little buddy rolling onto its back to expose its soft belly. Dog lovers are sure to jump at the opportunity to keep a pack of puppies in their pockets for a quick exchange of affections on the go.

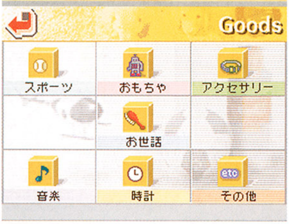
—George S.

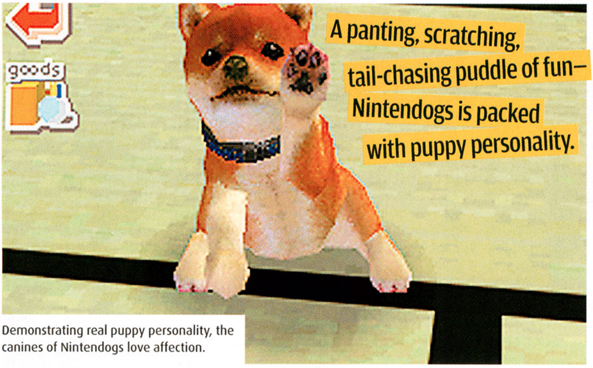


umping Catch!
2p




Hats, collars—you can totally outfit your pup.





A panting, scratching, tail-chasing puddle of fun—Nintendogs is packed with puppy personality.

Demonstrating real puppy personality, the canines of Nintendogs love affection.

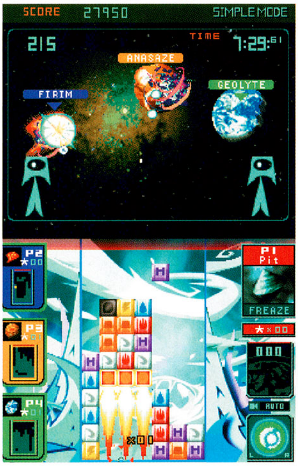
Digital dogs are cool, but can they chew your shoes? I don't think so.

Interstellar Innovation

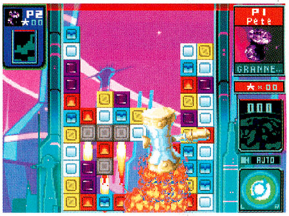
>METEOS

PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: Q ENTERTAINMENT/BANDAI
RELEASE: JUNE 27, 2005

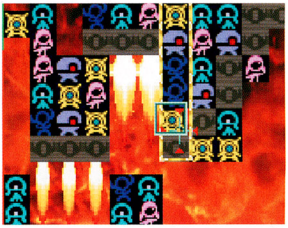
As the Japanese version launches to rave reviews, US gamers eagerly anticipate the release of unconventional puzzle game Meteos. Although it is reminiscent of puzzle games the likes of Tetris Attack and Pokémon Puzzle League (regarded by some as the greatest puzzle games of all time), Meteos breaks new ground using stylus control and gravity effects. As blocks fall from above, players frantically use the stylus to move blocks vertically—matching three or more blocks of the same color will launch the cluster upward. The specific gravitational laws of the planet you're defending determine how heavy the blocks are, adding new levels of difficulty. As you advance from planet to planet, the differences to the environment are astounding. The game boasts 30 planets, each with unique style, music and laws of gravity. Revered game developers Masahiro Sakurai and Tetsuya Mizuguchi are the brains behind the madness.
—Andy M.



Download play allows wireless battle for up to four players using only one Meteos game card.



Weapon sets in Meteos are available and customizable. Lay down the hammer to clear some blocks, or send a smoke screen to obscure your opponent's vision.

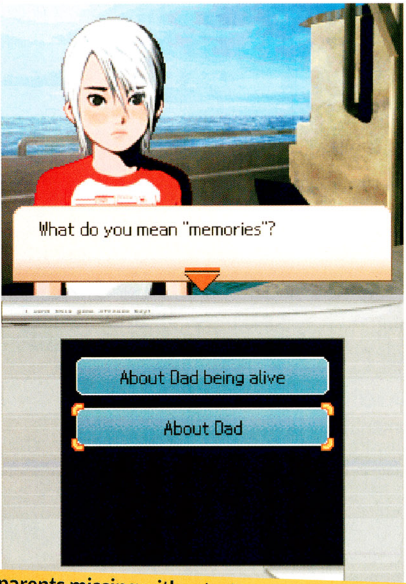


Myst-ical Adventure

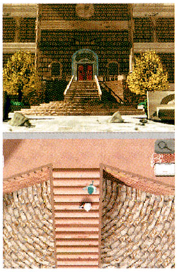
>TRACE MEMORY

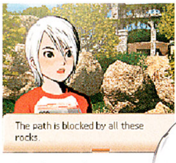
PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: CING • RELEASE: SEPTEMBER 2005

With a plot reminiscent of an anime movie and gameplay that reminds one of classic point-and-click adventures, such as Myst, Trace Memory is one of the most hotly anticipated Nintendo DS adventures of the year. Known also under the working title Another (or Another Code), the game follows Ashley, a girl in search of her missing parents on the mysterious Blood Edward Island. She discovers that her parents were working on a memory-generating computer called Trace at the time of their disappearance and that the computer may hold the key to their whereabouts. Getting help from a ghost, D, who suffers from memory loss, Ashley explores the island, solves puzzles and works to unravel a tightly woven plot. Most in-game scenes show an overhead view on the lower screen and a first-person perspective view on the upper screen—perfectly set up for the tasks at hand.
—George S.



What do you mean "memories"?

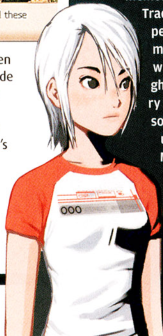




The path is blocked by all these rocks.

Using the touch screen and the mic, you guide forlorn youth Ashley through one brain-twisting puzzle after the next in Nintendo's haunting Trace Memory.

Her parents missing without a trace, a young woman unravels the mystery in a memorable DS adventure.

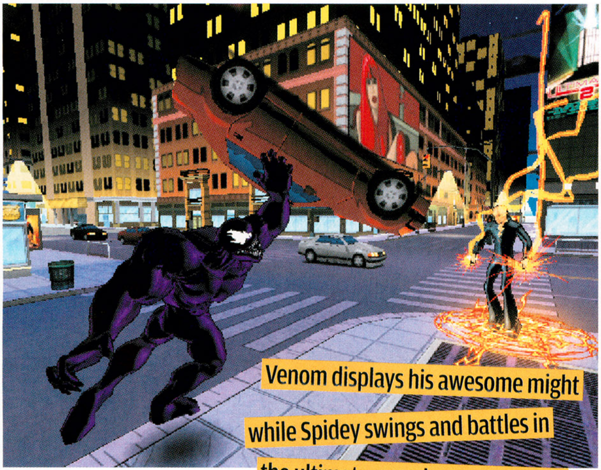


Sticky Situations

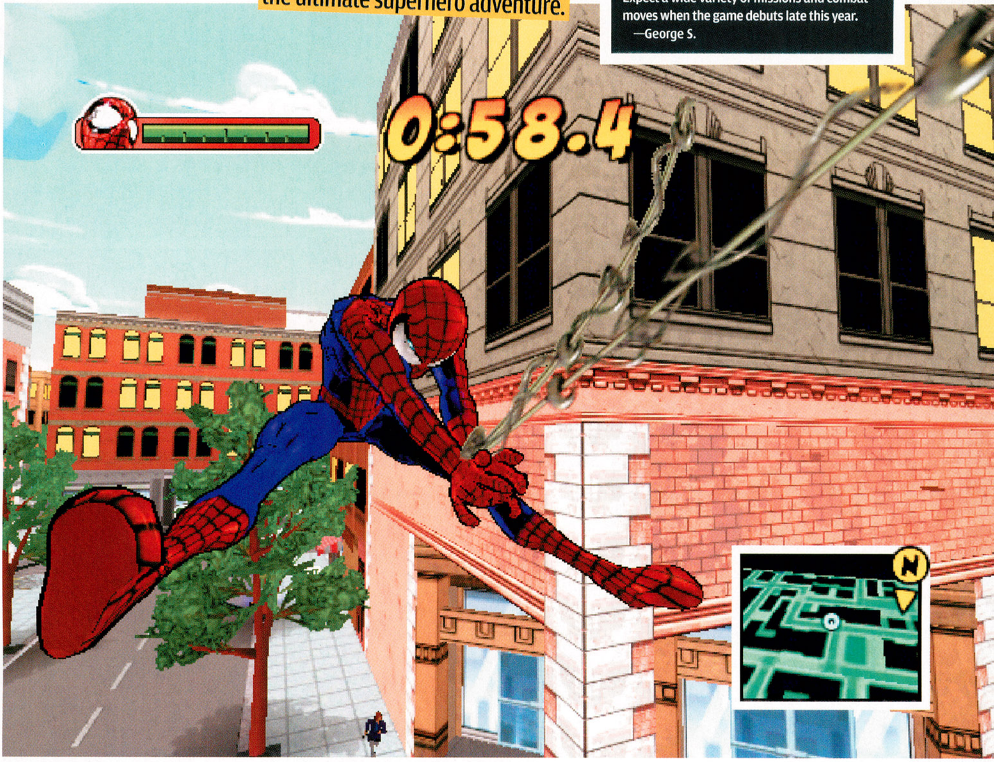
>ULTIMATE SPIDER-MAN

PLATFORM: **GCN** • PUBLISHER: **ACTIVISION**
DEVELOPER: **TREYARCH** • RELEASE: **FALL 2005**

Comic book art meets 3-D exploration in Activision's second go-anywhere-do-anything Spider-Man adventure. This time, the wall crawler gets a 21st-century image makeover coinciding with the Ultimate Spider-Man series. With an original story and illustrations by the team behind the comics, the game promises to be pure Spidey perfection. You take on the role of both Spider-Man and Venom, and battle, according to Activision, the largest number of villains from the Spider-Man universe ever assembled in one game. The cinematics appear as comic panels with moving images, and the interactive action pops right out of those panels. Expect a wide variety of missions and combat moves when the game debuts late this year.
—George S.



Venom displays his awesome might while Spidey swings and battles in the ultimate superhero adventure.



A Radiant Future

>FIRE EMBLEM: PATH OF RADIANCE

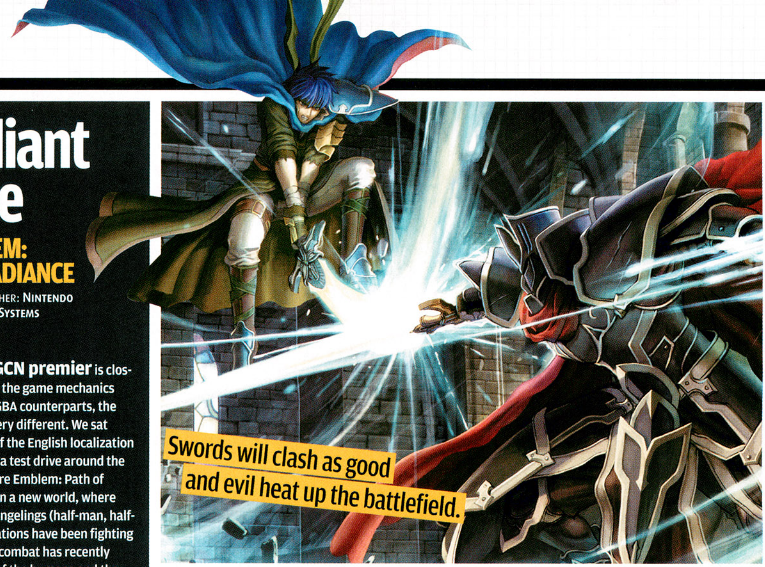
PLATFORM: **GCN** • PUBLISHER: **NINTENDO**
DEVELOPER: **INTELLIGENT SYSTEMS**
RELEASE: **OCTOBER 2005**

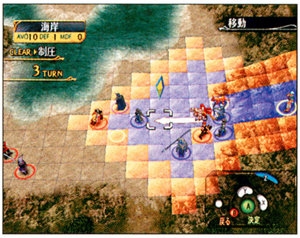
Fire Emblem's GCN premier is closing in on us, and while the game mechanics remain faithful to its GBA counterparts, the series's 3-D debut is very different. We sat down with members of the English localization team, who took us for a test drive around the continent of Tellius. Fire Emblem: Path of Radiance takes place in a new world, where humans and laguz changelings (half-man, half-beast) across seven nations have been fighting for centuries. Though combat has recently ceased, the ugly past of the humans and the laguz changelings has created a rift between the races. When war breaks out across the continent due to an unprovoked attack, the age-old conflict is again brought to the surface.

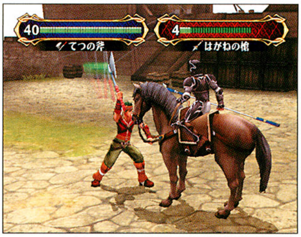
Path of Radiance's class system has changed rather dramatically from previous games'. Some classes are gone, some have branched out, and others are completely new. Laguz changelings—the coolest of the new character types—consist of three tribes: a beast tribe, a bird tribe and a dragon tribe. The creatures possess the ability to shape-shift into animals when attacking. The ability is controlled by a special gauge that fills up during battle. As you build your party, you'll recruit a variety of classes, but some units will not commit fully right away—they'll be your partners on the battlefield, but will obey only general commands from Ike, your party's leader. Ike can also issue overall commands to the whole party to have everyone fall into formation around him without your having to move every single unit.

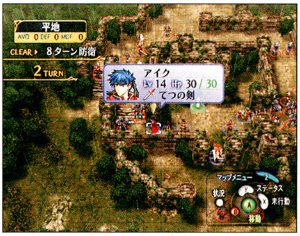
There are big changes outside of the battle system as well. Units can still engage in support conversations to fill in much of the game's story and increase stats, but many conversations will take place off the battlefield. In addition to armories and vendors, you can now visit a blacksmith, who allows you to create custom weapons. Most everything about a weapon is customizable, even its name and color. A variety of skills that will activate on the battlefield can now be assigned to each character, adding a whole new level of complexity to the experience system. This game is huge—according to the localization team, much larger than the previous games—and every bit we play only leaves us jonesing for more.

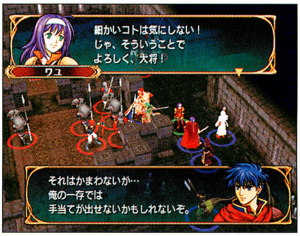
—Andy M.


Swords will clash as good and evil heat up the battlefield.



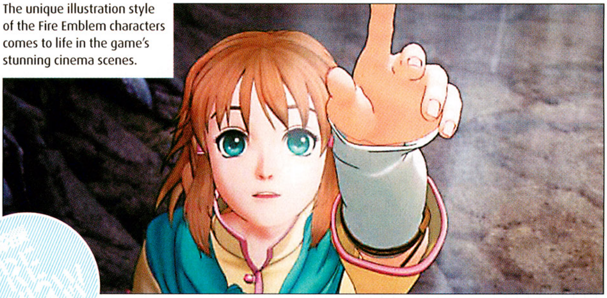





ワユ

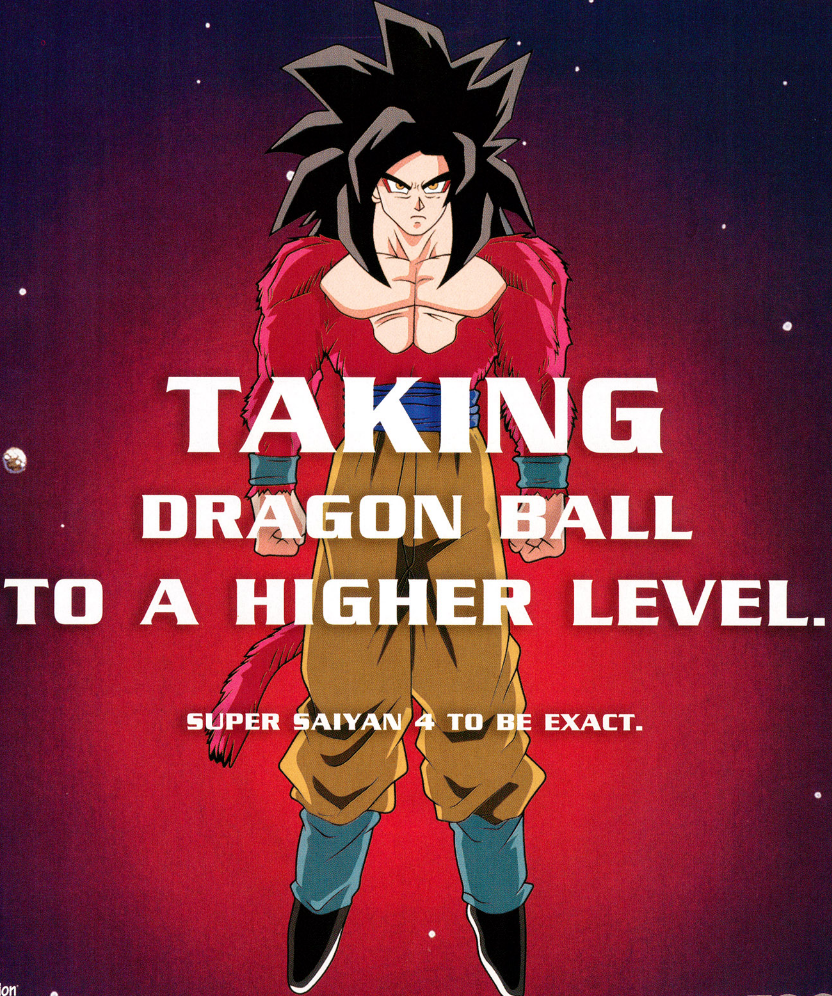
細かいコトは気にしない！
じゃ、そういうことで
よろしく、大将！

それはかまわないが…
俺の一存では
手当てが出せないかもしれないぞ。


The unique illustration style of the Fire Emblem characters comes to life in the game's stunning cinema scenes.

ATARI

ATARI.COM/DBGT


TAKING
DRAGON BALL
TO A HIGHER LEVEL.
SUPER SAIYAN 4 TO BE EXACT.

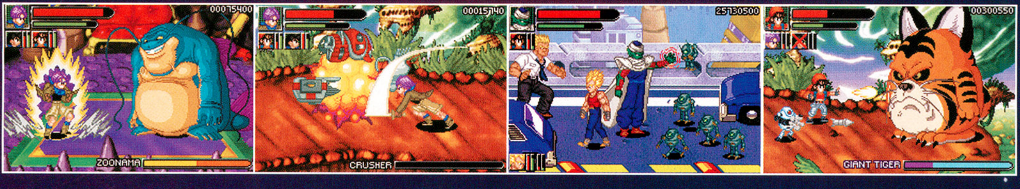
FUNimation Productions, Ltd.

GAME BOY ADVANCE

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Cartoon Violence

Power up and play through the Baby Saga with Dragon Ball GT®: Transformation™, first of a 2-game series that concludes the epic Dragon Ball story – once and for all.

DRAGON BALL GT™ TRANSFORMATION


00075400
ZOONAMA
00015740
CRUSHER
25730500
00300550
GIANT TIGER

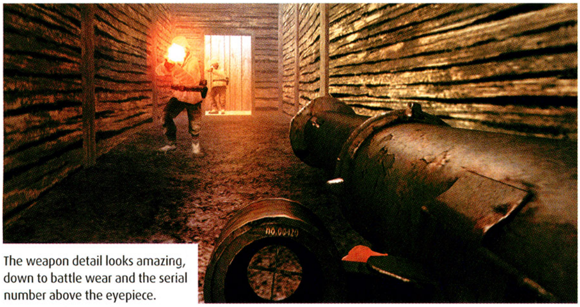
©2005 Atari, Inc. All rights reserved. Marketed and distributed by Atari, Inc., New York, NY. All trademarks are the property of their respective owners. ©2005 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball GT and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners. TM, ® and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo.

The Fighting First

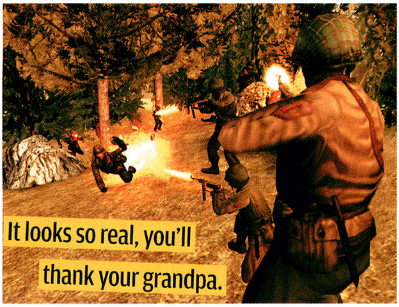
>CALL OF DUTY 2: BIG RED ONE

PLATFORM: GCN • PUBLISHER: ACTIVISION
DEVELOPER: TREYARCH • RELEASE: FALL 2005

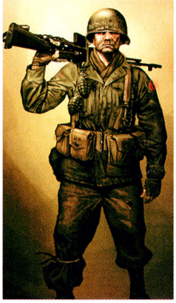
The United States Army's 1st Infantry Division gets its nickname "The Big Red One" from the patch its members wear on their left shoulder, but it gets its reputation from having been in the thick of some of the most heroic battles in the past century. This colorful history provides an excellent backdrop for Activision's new World War II epic Call of Duty 2: Big Red One. The game has a big name to live up to, so we can expect authenticity to dominate throughout the levels, weapons and vehicles. The game follows a single storyline through Operation Torch in North Africa, Operation Husky in Sicily and Operation Overlord on the beaches of Normandy, for what Activision hopes will be a broader experience than many of the previous World War II action games. Developer Treyarch (whose most recent works include the Spider-Man movie games) promises amazingly realistic AI for both the enemies and your own allies, and the inclusion of new battlefield tactics. To be sure, keep an eye out for further revelations about this game throughout the summer.
—Chris S.



The weapon detail looks amazing, down to battle wear and the serial number above the eyepiece.



It looks so real, you'll thank your grandpa.



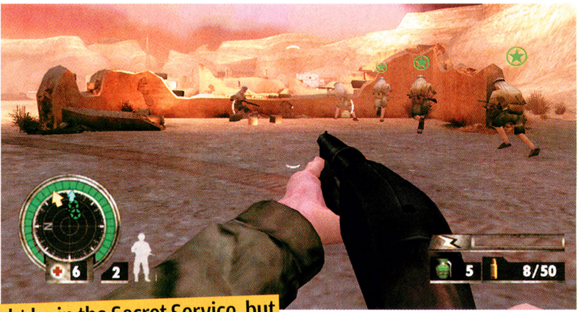
Sworn to Secrecy

>MEDAL OF HONOR: EUROPEAN ASSAULT

PLATFORM: GCN • PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EA LOS ANGELES • RELEASE: JUNE 2005

The makers of Medal of Honor are looking to go beyond the stories of battle heroics and explore a new aspect of wartime engagement: the secret world of covert operations. Many of the missions involve you as a member of the OSS, the intelligence-gathering organization that later became the CIA. Like the previous Medal of Honor games, European Assault uses real-life locations, and stresses historical accuracy throughout. Medal of Honor isn't all secret code words and midnight meetings, though—the intense storyline has you gathering the information even as you take part in heavy combat situations. A new addition to help portray the emotional reality of war is the adrenaline meter, which fills in situations of heightened duress and allows you to perform extraordinary feats when you're under serious pressure.
—Chris S.

You might be in the Secret Service, but you'd better be able to use a gun.



When you tell your squad to move out, they automatically find cover on their own.

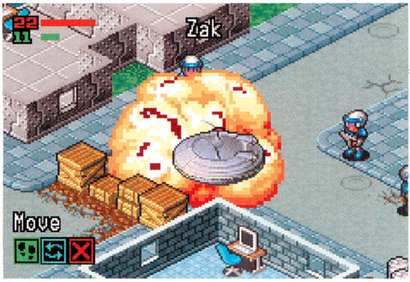
Blastoff

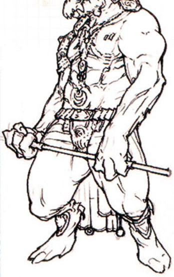
>REBELSTAR: TACTICAL COMMAND

PLATFORM: **DS** • PUBLISHER: **Namco**
DEVELOPER: **Codo Technologies** • RELEASE: **Summer**

Courtesy of Namco, we won't be getting much sleep this year. Last month, we saw Sigma Star Saga, then Shogun Warrior, and now we get Rebelstar: Tactical Command, another RPG-style game that will keep us happily busy well into autumn. Even though Rebelstar is a new franchise, it has a storied pedigree—the game's developers were also behind the highly popular X-Com series for PC, so they bring years of experience to the new title. Rebelstar possesses a lot of original elements that we're excited to see in a tactics game. The environment plays a big role in determining your course of action—you can use windows and bunkers as cover, and many of the structures, including walls and doors, are destructible. The game isn't purely turn-based—even when it's your turn, you are vulnerable to attacks if you're out in the open and within range of your opponent. And Rebelstar features a complex alliance system—you can create allegiances with various NPCs whom you can enlist to help your cause. The gameplay possibilities appear virtually limitless.

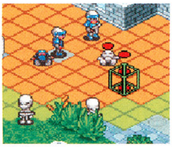
—Chris S.



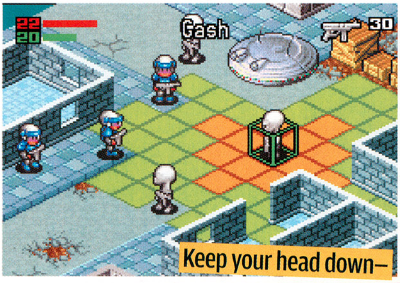


Travel all over the universe in search of exotic creatures, then wipe them out.

Blow up walls to create new sight lines.



Select Target
27



Keep your head down—enemies can attack during your move.

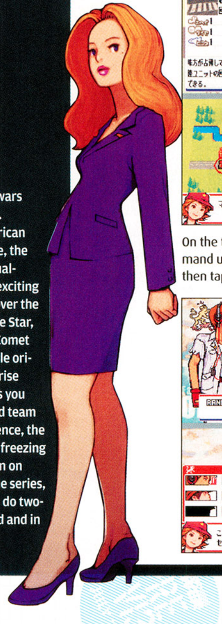
Double Time

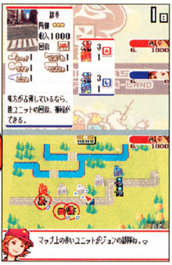
>ADVANCE WARS: DUAL STRIKE

PLATFORM: **DS** • PUBLISHER: **Nintendo**
DEVELOPER: **Intelligent Systems**
RELEASE: **August 2005**

The war to end all handheld wars begins in August on the Nintendo DS. Following two successful North American campaigns on the Game Boy Advance, the Advance Wars series moves to the dual-screen format with a new story and exciting new modes. Following their victory over the Black Hole Army, the forces of Orange Star, Blue Moon, Green Earth and Yellow Comet expand to Omega Land, the Black Hole origin point. Of course, complications arise and new enemies come into focus. As you advance, new COs join your ranks and team up to pool their powers. With experience, the COs earn 40 powers that range from freezing the battlefield to raining bombs down on their enemies. For the first time in the series, real-time combat comes into play, as do two-screen battles that take place on land and in air at the same time.

—George S.

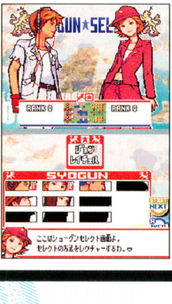




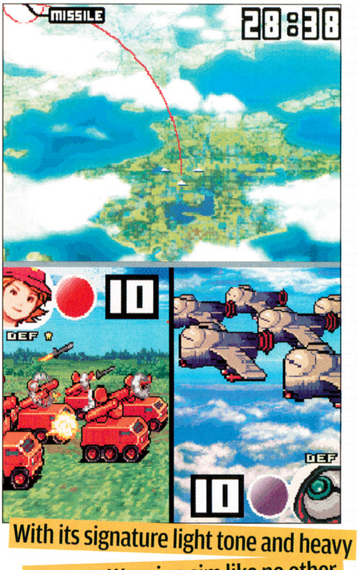
味方が占領しているなら、
陸ユニットの回復、補給が
できる。

マップ上の赤いユニットがジョンの部隊ね。

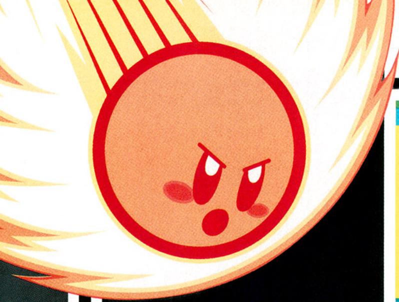
On the touch screen, you command units by tapping them then tapping their destination.



ここはショーグンセレクト画面よ。
セレクトの方法をレクチャーするわ。



With its signature light tone and heavy strategy, Wars is a sim like no other.



Kirby's on a Roll

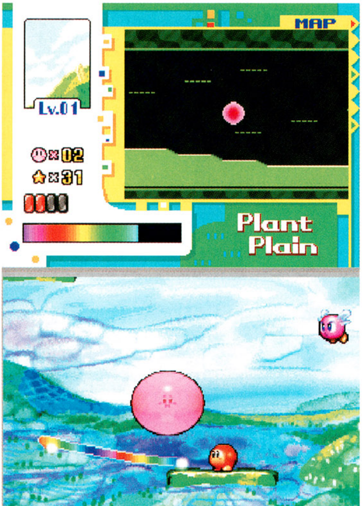
>KIRBY: CANVAS CURSE

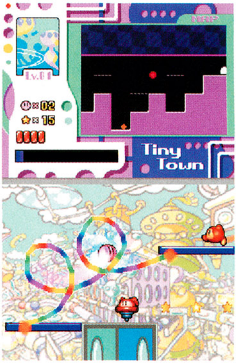
PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: HAL LABORATORY • RELEASE: JUNE 2005

There are two things that you can expect in every Kirby game: a character-rich story in a candy-colored setting, and gameplay that will knock you for a loop. Considering Kirby's track record—a long line of inspired platformers, engaging puzzlers and innovations such as the first motion-sensitive title (Kirby Tilt 'n' Tumble)—there's no doubt that Kirby fans have been anticipating the character's Nintendo DS debut with tense excitement. The setup for Kirby: Canvas Curse has a witch turning Dream Land into a painting and Kirby into a ball. By touching your stylus to the painted world, you can create rainbow-hued strokes, which the rolling hero uses as a path. Ramps allow Kirby to rise or jump. Loops build up his speed. By prodding enemies with your stylus, you can stun them and make them vulnerable to Kirby's ability-copying attacks. By tapping Kirby, you can make him roll faster and trigger his copied powers. Environmental objects such as blocks and bombs also react to your touch.

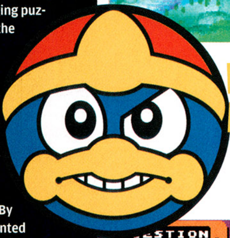
The touch screen displays Kirby's 2-D platforming, while the top screen shows a map of the current area and celebrations with other Kirby-like characters at the end of each level. After you clear a set of levels, you have your choice of three boss encounters: a block-breaking battle, a race and a connect-the-dots timed trial. Successful challenge completion opens the levels in Rainbow Run mode—allowing you to run through them again under time and paint limitations. Your accomplishments earn you medals that you can exchange for unlockables, such as songs in a sound test and ink colors. It's Kirby tradition to have lots of unlockables, and Canvas Curse follows suit. It's wild, rolling fun and a perfect fit for the Nintendo DS.

—George S.

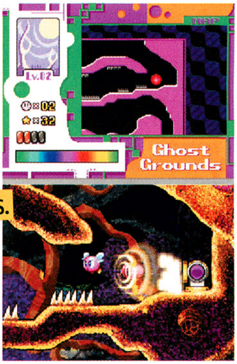




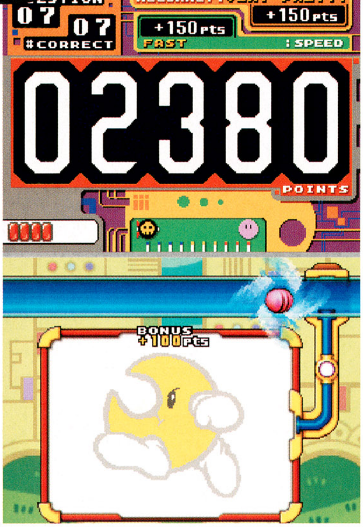
Your rainbow paths create a route for Kirby through every one of more than 20 courses. Once the route is set, you can send the pink speed demon on his way by tapping him with the stylus.

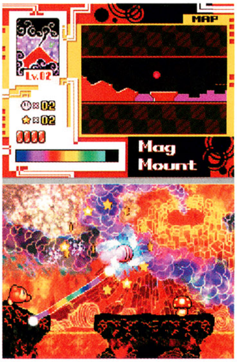


Action-packed artwork—you paint paths and prod enemies while Kirby scoots.



Spherical Kirby plays the part of cannonball when he lands in a swiveling shooter, then mows down enemies in flight.





Back in Black

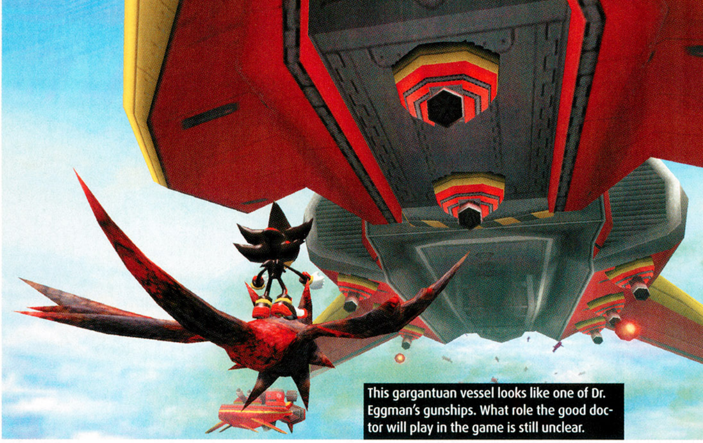
>SHADOW THE HEDGEHOG

PLATFORM: **GCN** • PUBLISHER: **SEGA**
DEVELOPER: **SEGA STUDIOS USA** •
RELEASE: **WINTER 2005**

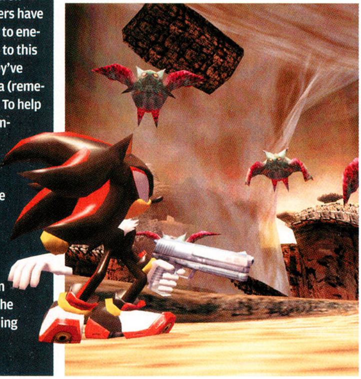
Having successfully transitioned to the third dimension with a trio of best-selling Sonic titles, Takashi Iizuka and his team at Sega Studios USA decided it was time to take the series in a new direction. Though Shadow the Hedgehog looks and moves much like its predecessors, the experience quickly reveals itself as something radically different. Whereas Sonic traditionally focused on high-speed platforming, Shadow is far more ensconced in rampant destruction. To that end, the dark hedgehog has an impressive arsenal of weapons at his disposal, and he can pick up objects in the environment to bludgeon his foes. The developers have added the abilities to strafe and lock on to enemies to make the game more conducive to this increased emphasis on combat, and they've given the player control over the camera (remedying the series's biggest Achilles' heel). To help mix things up a bit, Shadow will occasionally pilot vehicles ranging from motorcycles to strange alien craft.

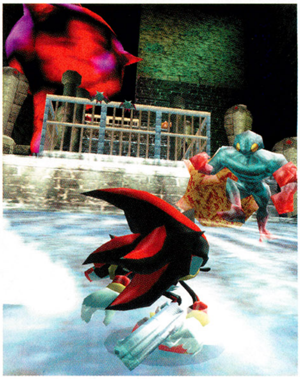
Of equal interest is the way the game plays off the hedgehog's shadowy nature (excuse the pun). He has a number of superstrong special moves, each fueled by one of two power meters. Which one you fill depends on whether you vanquish the alien invaders or heroic human defenders. Your actions will also affect the progression of the story, ultimately leading you down the path of good or evil.

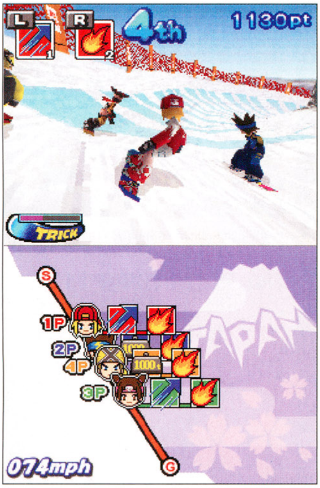
—Steve T.

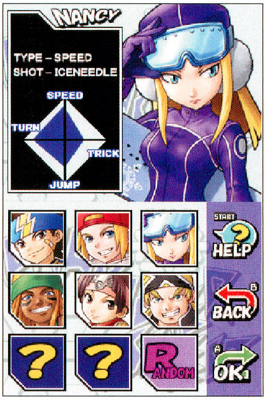


This gargantuan vessel looks like one of Dr. Eggman's gunships. What role the good doctor will play in the game is still unclear.









Four boarders fly down a twisty mountain path in the all-new, and much improved, Nintendo DS follow-up to Atlus's N64 Snowboard Kids titles.

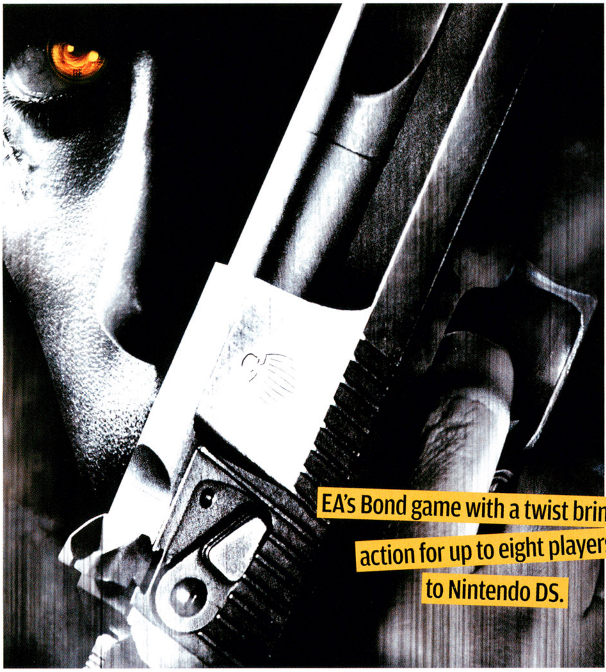
Shredded Heat

>SNOWBOARD KIDS

PLATFORM: **DS** • PUBLISHER: **ATLUS**
DEVELOPER: **ATLUS** • RELEASE: **FALL 2005**

What's more fun than a fast-paced 3-D snowboarding racer? A snowboarding racer with competitors armed to the teeth, of course. Following its success with two sleek snowbound shooters on the N64, Atlus is bringing its Snowboard Kids franchise to the Nintendo DS. The characters are cooler than ever, and the courses are more realistic—fast, dangerous and full of sharp turns. Each of the eight selectable snowboard kids has a signature projectile weapon and his or her own set of boarding abilities. Performing sick tricks off monster ramps gives your character more power and unlocks more tricks. If you speed past the finish line ahead of your competition, you'll earn cash, which you can use to buy new boards and gear. The game, due out late this year, accommodates up to four players via a wireless link.

—George S.



EA's Bond game with a twist brings FPS action for up to eight players to Nintendo DS.

Eye Spy

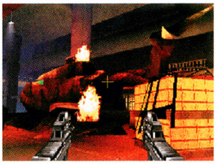
>GOLDENEYE: ROGUE AGENT

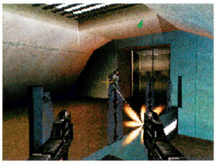
PLATFORM: GCN • PUBLISHER: EA
DEVELOPER: EA Los Angeles • RELEASE: Summer 2005

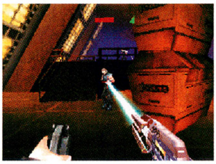
The world of James Bond plays host to the first Nintendo DS FPS. Following the same story as the GCN title, the game puts you in the shoes of a disgruntled British agent gone mercenary who comes under the employ of Auric Goldfinger, at war with Dr. No. The top screen displays a 3-D view of the game's detailed locations—all familiar sites in Bond lore—while the touch screen gives you tactile control over aiming and weapon selection. Your character uses two hands to fight—either carrying two small weapons or hoisting a single larger weapon, such as a sniper rifle—and his synthetic right eye gains MRI Vision, a Magnetic Polarity Shield and other powers as you advance.

Multiplayer battles allow for up to four participants in multicard play and up to eight players in limited single-card play. Team showdowns pit players against each other in two squads. The Tug-of-War multiplayer scenario is a struggle for control over a train car, while Domination mode offers king-of-the-hill-style combat. Players choose from more than a dozen characters and face off in seven locations, each equipped with dangerous machinery. The game is sure to be the next best thing to working for a megalomaniacal supervillain.

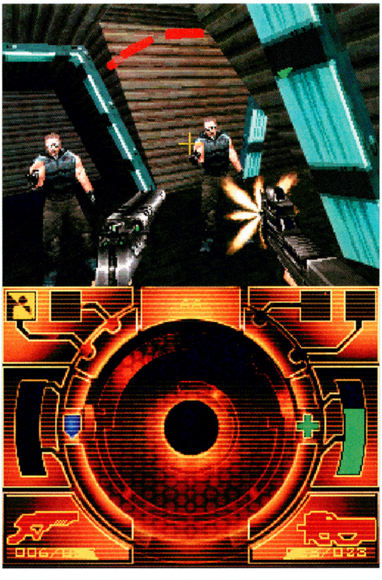
—George S.

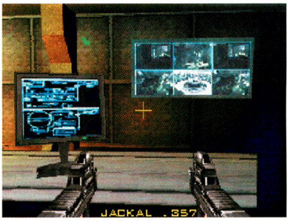




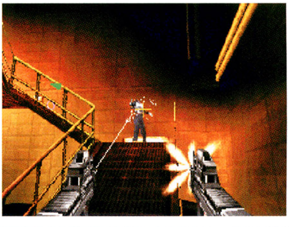


Two hands, two weapons—GoldenEye: Rogue Agent has you blazing through bad guy territory.





In addition to shooting stuff, you can interact with control panels and computer screens.



The team did an
excellent job.
GAME BOY ADVANCE
MEGAMAN 5 BATTLE NETWORK TEAM COLONEL
GAME BOY ADVANCE
MEGAMAN 5 BATTLE NETWORK TEAM PROTOMAN
CAPCOM

SEIZE THE INTERNET!

A mysterious Navis force has taken control of the Internet!! Now it's up to Lan and his friends to infiltrate the Dark Chip Factory in the Nebula Headquarters and destroy the Dark Chip production system. The survival of cyberspace hangs in the balance!

Two exciting versions – Team Protoman and Team Colonel! Experience separate storylines, different allies and enemies, and cool new battlechips!

- New play features – Liberation Turf Battle Missions, Chaos Unison System, and Flashback Scenarios
- Dubl Soul System – Enhanced ability with 6 new souls in each version
- Trade programs, battle chips, and have network battles with a Game Boy Advance Game Link® cable

MATTEL BONUS! Includes MegaMan® BattleChip™ from Mattel

EVERYONE
E
Mild Violence
ESRB CONTENT RATING www.esrb.org

GAME BOY ADVANCE

CAPCOM
capcom.com

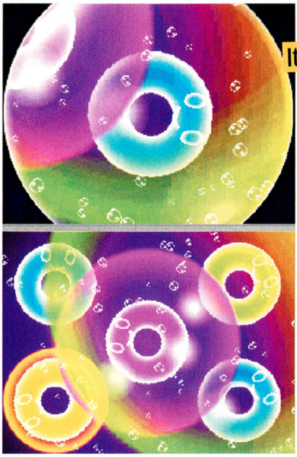
©CAPCOM CO., LTD. 2004, 2005 ALL RIGHTS RESERVED. MEGA MAN BATTLE NETWORK, CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. Nintendo, Game Boy, Game Boy Advance, and the official seal are trademarks of Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners. *MegaMan BattleChip*. ©2005 Mattel, Inc. All Rights Reserved. ™ and ® are trademarks of Capcom Co., Ltd., © CAPCOM, Shogakukan, ShoPro, TV Tokyo 2002, 2005 All Rights Reserved.

Aural Fixation

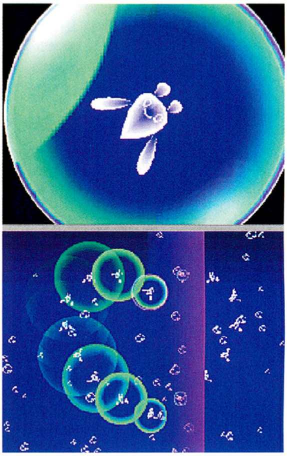
>ELECTROPLANKTON

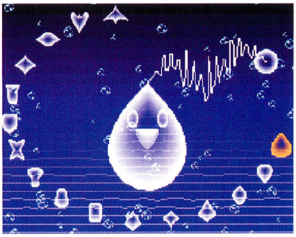
PLATFORM: DS • PUBLISHER: NINTENDO
DEVELOPER: NINTENDO • RELEASE: UNANNOUNCED

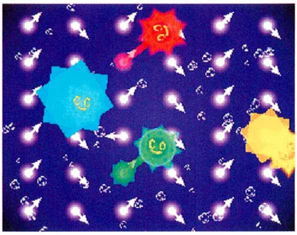
Five minutes into playing Toshio Iwai's psychedelic music-maker Electroplankton, you realize you've never done anything quite like it. It's as if your brain has made a connection directly with the DS, and your hand, skipping any high-level control, goes where the brain tells it. To anyone watching, the result appears only as a cacophony of sound and color, but somehow to you it all makes sense. The concept may sound creepy and weird, and there's no respite—it will continue to feel like that as you delve deeper into the experience. And the thing about Electroplankton is, you'll never find the bottom. There will always be sounds you've yet to hear and compositions you've yet to create. Just let your brain do the work—all you have to do is watch and listen.
—Chris S.



It's not a game, it's not a toy, and it's not a musical instrument. It's all of them.







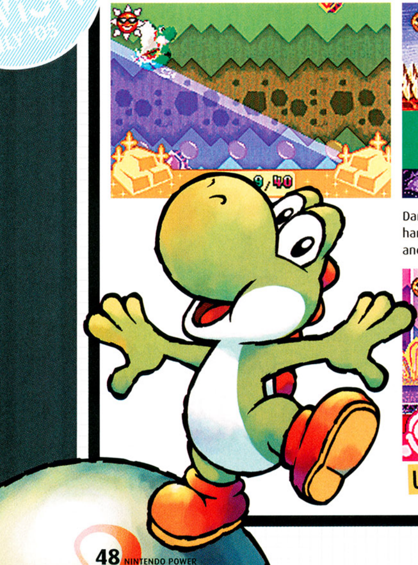
Imagine the serene solitude of being underwater, unable to see far in any direction, and the only thing you can hear is the music in your head. You'll start to understand what it's like to play Electroplankton.

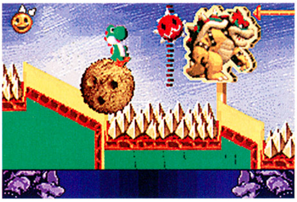
Full-Tilt Frenzy

>YOSHI TOPSY-TURVY

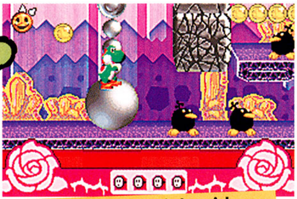
PLATFORM: GBA • PUBLISHER: NINTENDO
DEVELOPER: ARTOON • RELEASE: JUNE 2005

To rid the world of Bowser, Hongo, a spirit, banishes the monster's latest conquest, Yoshi's Island, to the Forbidden Pop-Up Book in Nintendo's motion-controlled GBA platformer. Featuring bright graphics and simple gameplay that has you tilting your GBA to move objects and reach high places, the game offers a fanciful and fun playing experience. You guide Yoshi through 50 short levels, collecting items and defeating enemies to earn Happiness Medals on your way to fighting the scaly brute. As you move and shake your handheld, pendulums swing, platforms unfurl, wheels turn and the environment shifts, allowing Yoshi to walk on the walls. At one point, Yoshi even turns into a ball that rolls and bounces according to your whims. Five unlockables include Shuffle mode, which lets you play through the levels in random order. Look for Yoshi's manic adventure to turn up this June.
—George S.

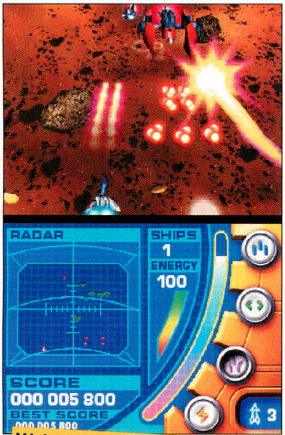




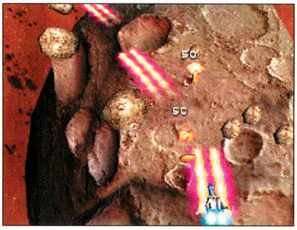
Dangers abound on Yoshi's Island. By tilting your handheld, you can move objects, such as giant balls and platforms, giving Yoshi a path to his goal.



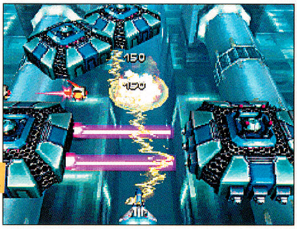
Upside-down or right-side up, Yoshi's latest is worth taking for a spin.



We've seen the future of the DS, and it looks freakin' sweet in 3-D.



Everything is rendered, right down to the asteroid that's about to spin into your ship.



Straight Shooter

>NANOSTRAY

PLATFORM: **DS** • PUBLISHER: **MAJESCO**
DEVELOPER: **SHIN'EN** • RELEASE: **SUMMER 2005**

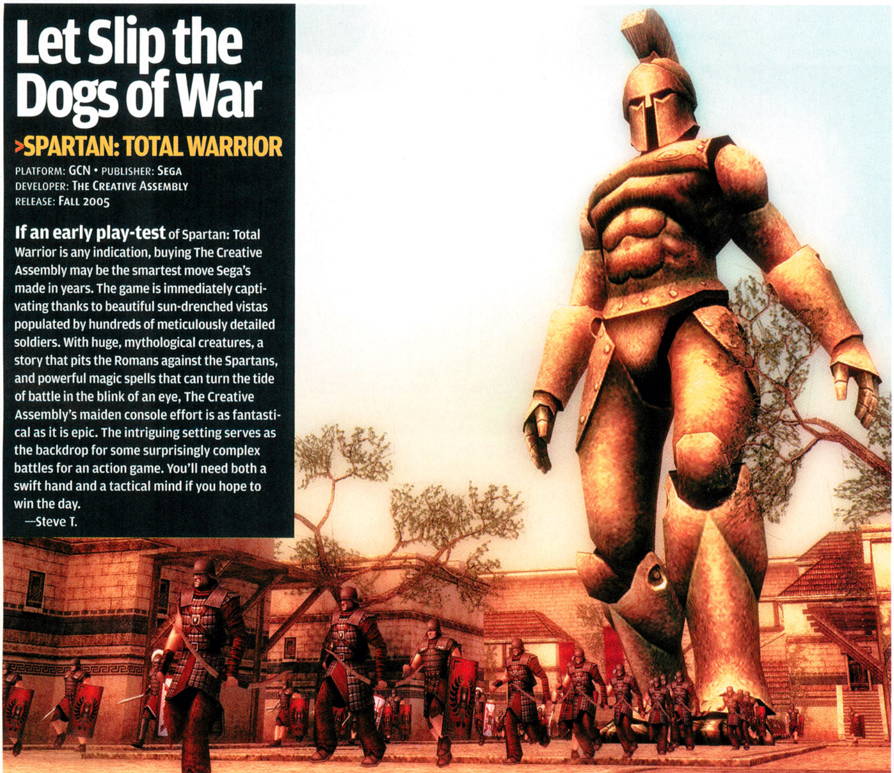
We've heard a lot about the power of Nintendo DS, but until we saw Nanostray, we weren't sure what all that meant. Nanostray's stunning immersive 3-D environments will draw your eye beyond the action, but be warned—the action itself is too intense to ignore. We've had the chance to play only a few early levels, and we're impressed with the furious pace and challenge so far. The game is an old-school shooter, but it uses the DS-unique features to aid gameplay substantially, including touch-screen weapon selection and an enemy-tracking radar. We're looking forward to wireless multiplayer, a mode that had yet to be implemented in the version we played—we can't wait to hear more during and after E3.
—Chris S.

Let Slip the Dogs of War

>SPARTAN: TOTAL WARRIOR

PLATFORM: **GCN** • PUBLISHER: **SEGA**
DEVELOPER: **THE CREATIVE ASSEMBLY**
RELEASE: **FALL 2005**

If an early play-test of Spartan: Total Warrior is any indication, buying The Creative Assembly may be the smartest move Sega's made in years. The game is immediately captivating thanks to beautiful sun-drenched vistas populated by hundreds of meticulously detailed soldiers. With huge, mythological creatures, a story that pits the Romans against the Spartans, and powerful magic spells that can turn the tide of battle in the blink of an eye, The Creative Assembly's maiden console effort is as fantastical as it is epic. The intriguing setting serves as the backdrop for some surprisingly complex battles for an action game. You'll need both a swift hand and a tactical mind if you hope to win the day.
—Steve T.



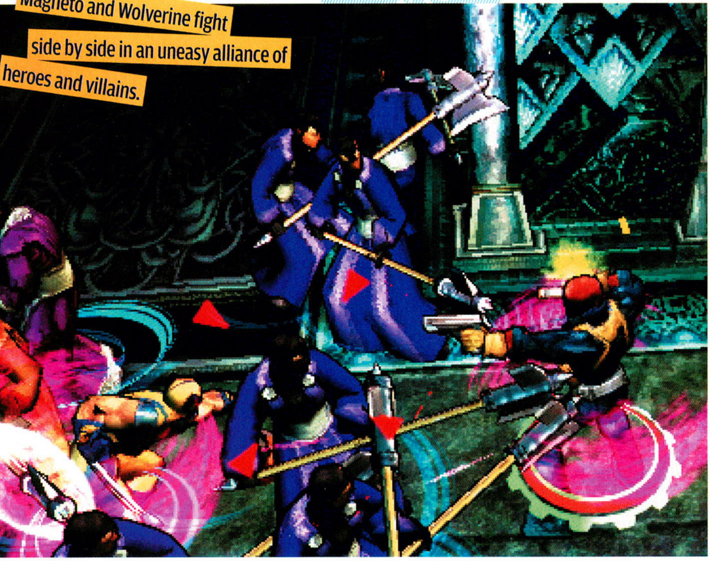
Mutant Melee

>X-MEN LEGENDS II: RISE OF APOCALYPSE

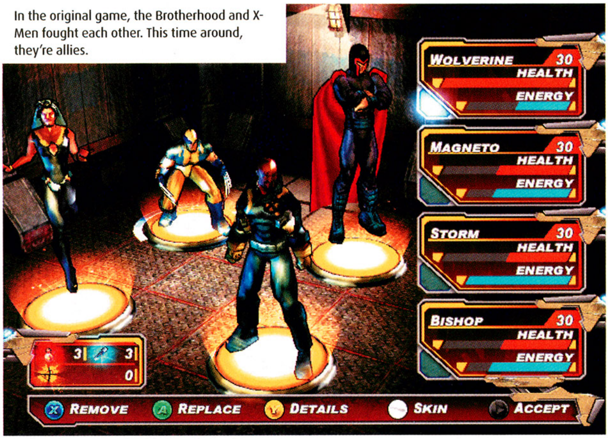
PLATFORM: **GCN** • PUBLISHER: **ACTIVISION**
DEVELOPER: **RAVEN SOFTWARE** • RELEASE: **FALL 2005**

Magneto and the rest of Marvel's infamous Brotherhood team up with the X-Men for their biggest, uncanniest GCN adventure yet. Like last year's X-Men Legends, the sequel is a 3/4-overhead-view action title with RPG elements. You build and customize a team of four fighters (for as many as four players) from a pool of 16 available heroes and villains, each with more than twice as many battle-ready superpowers as in the original game—powers such as Bandit's ability to use a gun, and a scream that Wolverine, Colossus and others use to scare away combatants. Although puzzle solving plays a part in the game, the big attraction is spectacular X-Men-style brawling against more than 100 types of enemies. The main villains include Lady Deathstrike and the Four Horsemen of the Apocalypse. Battles unfold in places that are familiar to fans of the X-Men comics, such as Genosha and the Infinite Factory, as well as in Egypt, the South Pole and other real-world locales. The Activision-Marvel Comics pairing has produced some of the best superhero games of the past several years. Look for the latest product of their partnership by the end of the year.

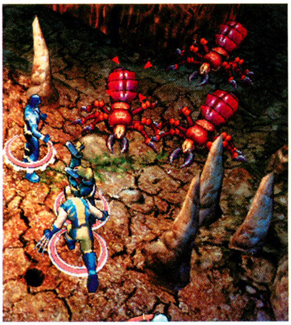
—George S.

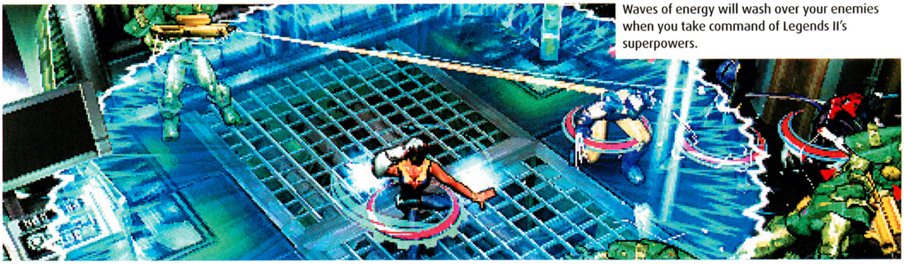


Magneto and Wolverine fight side by side in an uneasy alliance of heroes and villains.



In the original game, the Brotherhood and X-Men fought each other. This time around, they're allies.





Waves of energy will wash over your enemies when you take command of Legends II's superpowers.

You FOUND the OCARINA!

The Ocarina inspired by the Legend of Zelda is now available!

Easy to Play - a well tuned and finely crafted musical instrument! Made from High Fired Ceramic. Includes a Songbook / Tutorial with simple finger notation for many songs and fancy tricks plus Lullabies, Serenades, and Minuets.

Sweet Potato Ocarina $39.95
5 holes (octave +1), includes Songbook I/Tutorial/Songs from the Game

Extended Range Sweet Potato $49.95
6 holes (octave + 4), includes Extended Range Songbook plus Songbook I/Tutorial/Songs from the Game

Raku Pendant Ocarina
(with necklace and songbook) $24.95

Eagle Bone Flute $29.95
(cast in porcelin, simple to play, w/ necklace and playing instruction)

Silk Carrying Case
padded w/ zipper, handle and embroidered dragons $5.95

Extra Ocarina Songbooks - $2.95 ea
Songbook II, Christmas Carols, Beatles for Extended Range

Order via our website or
call Toll Free! 1.866.899.4045

SHIPPING INFO
Shipping & Handling $6 (please allow 2-3 weeks for delivery)
Priority Shipping $12 (When available, allow 2-7 biz days for delivery)
We ship via US Postal Service

Songbird Ocarinas
410 Anacapa St., Santa Barbara, CA 93101

www.songbirdocarina.com

Songbird Ocarina's not affiliated or endorsed by Nintendo of America, Inc.

The Legend of Zelda: Twilight Princess

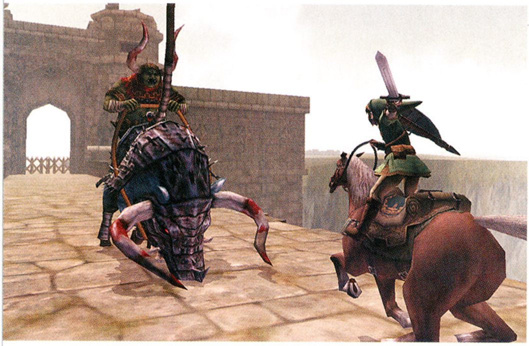
LINK IN A NEW LIGHT

The Zelda series goes where no Link has dared: older, darker and much hairier.

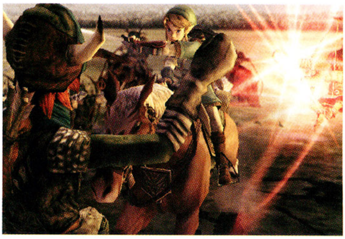
By Steven Grimm

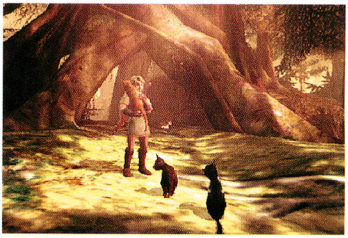
©2005 Nintendo.

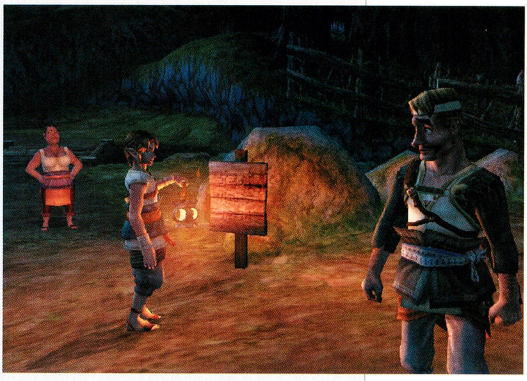
Appearances are deceiving. Green duds? Check. Sword? Check. But a Triforce tatoo and an uncanny kinship with animals are signs that this Link's of a new breed.

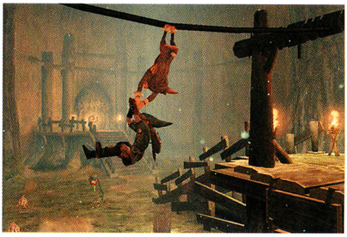


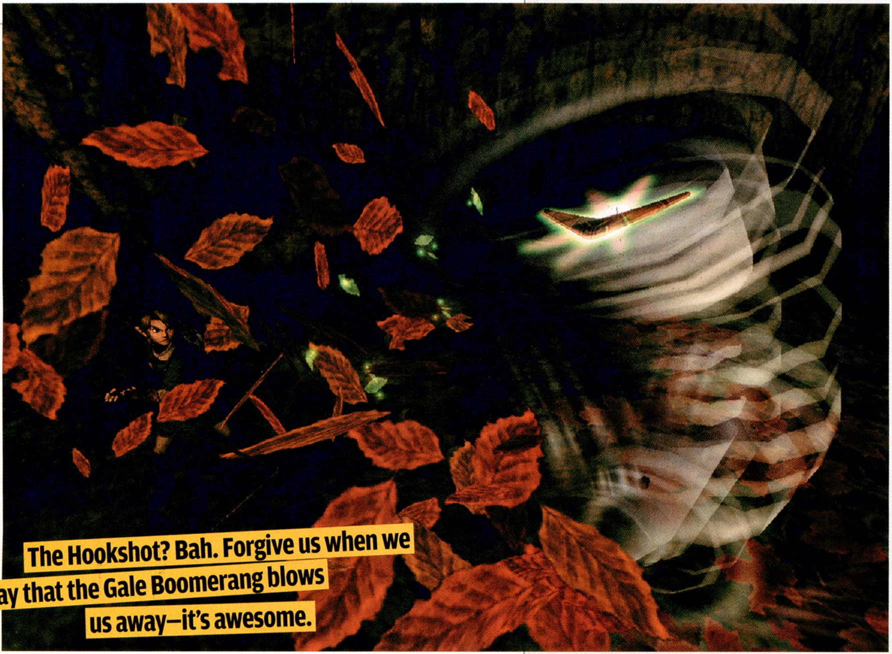
Under the Skin: Judging by Link's origins alone, this Zelda adventure looks to be operating under unusual influences. The legendary hero doesn't even emerge in Hyrule; rather, Link is a herder in rural Toaru Village, where only odd hand markings and his easiness with beasts set him apart. When the chief taps Link to go to a festival in Hyrule— and an accident realigns Link's destiny—he falls into a quest that producer Eiji Aonuma confirms will involve Zelda and eternal foe Ganon. Yet Link's tie to beasts will fully transform this epic. Horseback combat is already legendary, and in Toaru, the farmhand can command hawks. Far afield, Link will truly meld with the animal world, as revealed in the Forest Temple, where he'll become a hero to monkeys—who then follow Link and help him liberate the temple. The potential is staggering.











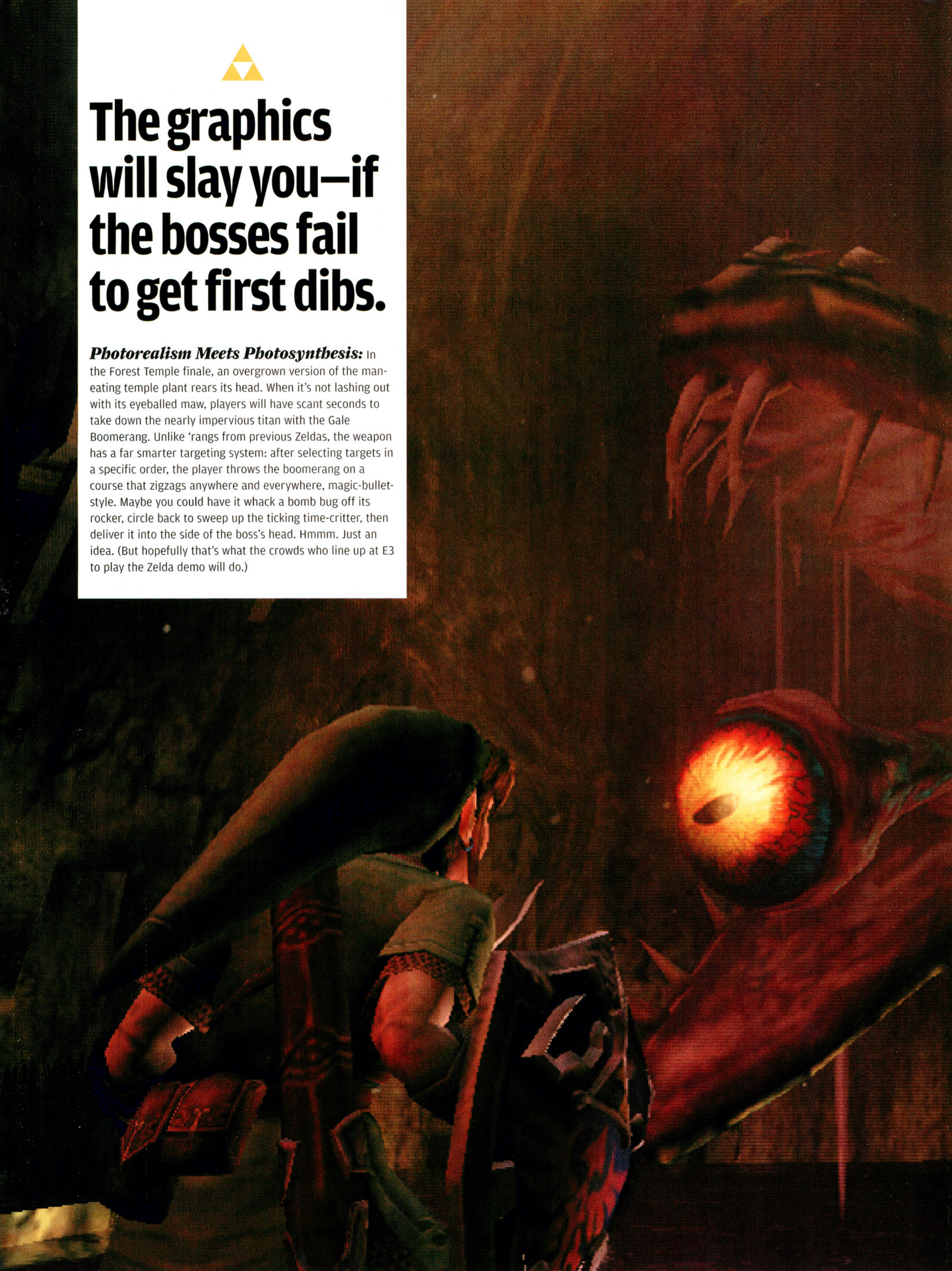
The Hookshot? Bah. Forgive us when we say that the Gale Boomerang blows us away—it's awesome.

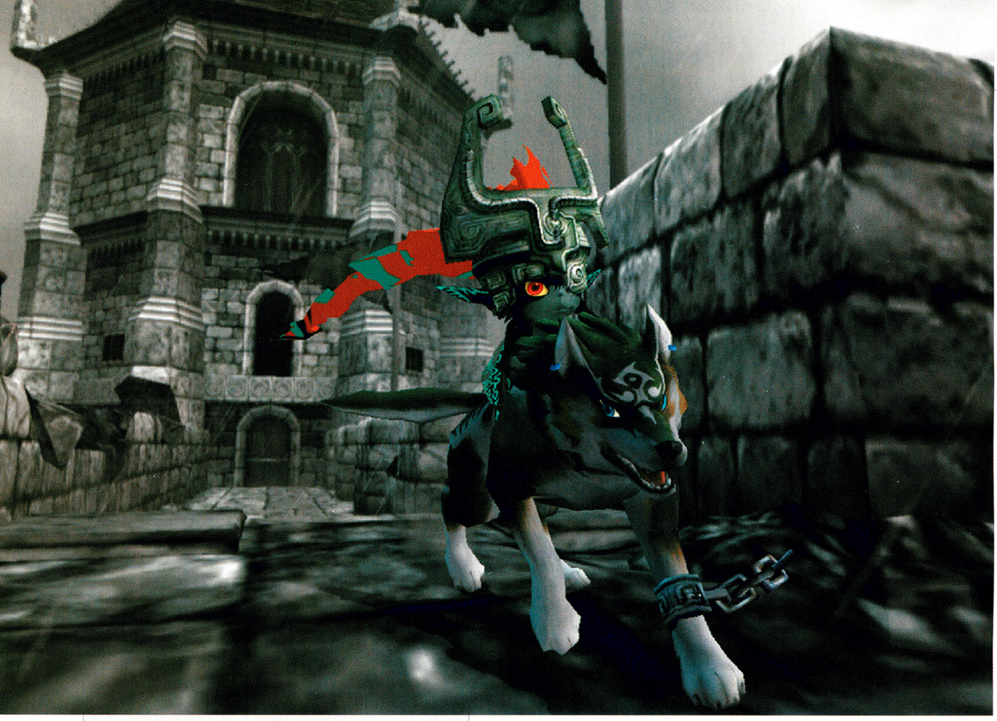
A Handheld Hurricane: A hero is only as cool as his weapons, and for years the Hookshot has reigned supreme on Zelda fans' best-of lists. But after seeing the projectile that Link swipes from the Forest Temple's badass baboon (whose rump is truly bad, and terms like festering and in-your-face come to mind), our allegiance lies with the Gale Boomerang. When you're facing the baboon, the creature demonstrates only the weapon's traditional properties, throwing it on a return path that cuts carnivorous plants loose from the ceiling. But Link discovers that it's much more than a typical boomerang: when charged up and thrown, it unleashes a wind explosion that rips apart a room, stirring up leaves and floor tiles that cover secrets. Is that what guarantees the Gale Boomerang's place in the pantheon of best Zelda weapons? Nope. Turn the page.

Only one new weapon has been disclosed. But the Gale Boomerang hints at a killer arsenal in the works.

The graphics will slay you—if the bosses fail to get first dibs.

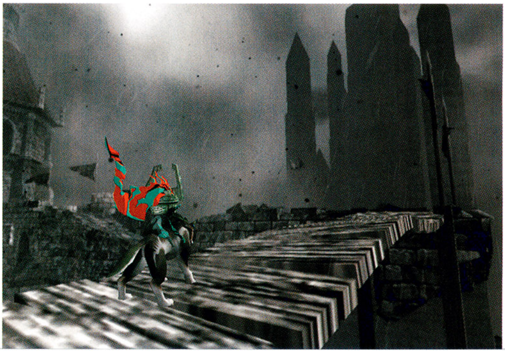
Photorealism Meets Photosynthesis: In the Forest Temple finale, an overgrown version of the man-eating temple plant rears its head. When it's not lashing out with its eyeballed maw, players will have scant seconds to take down the nearly impervious titan with the Gale Boomerang. Unlike 'rangs from previous Zeldas, the weapon has a far smarter targeting system: after selecting targets in a specific order, the player throws the boomerang on a course that zigzags anywhere and everywhere, magic-bullet-style. Maybe you could have it whack a bomb bug off its rocker, circle back to sweep up the ticking time-critter, then deliver it into the side of the boss's head. Hmmm. Just an idea. (But hopefully that's what the crowds who line up at E3 to play the Zelda demo will do.)





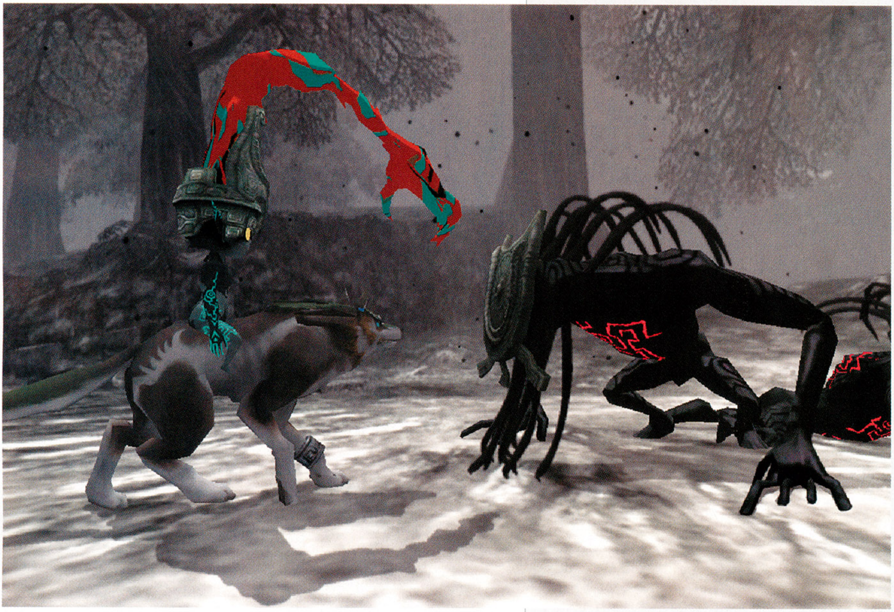
Twilight? Princess? The mystery is tied to a limbo where light seems to have died a horrible, horrible death.

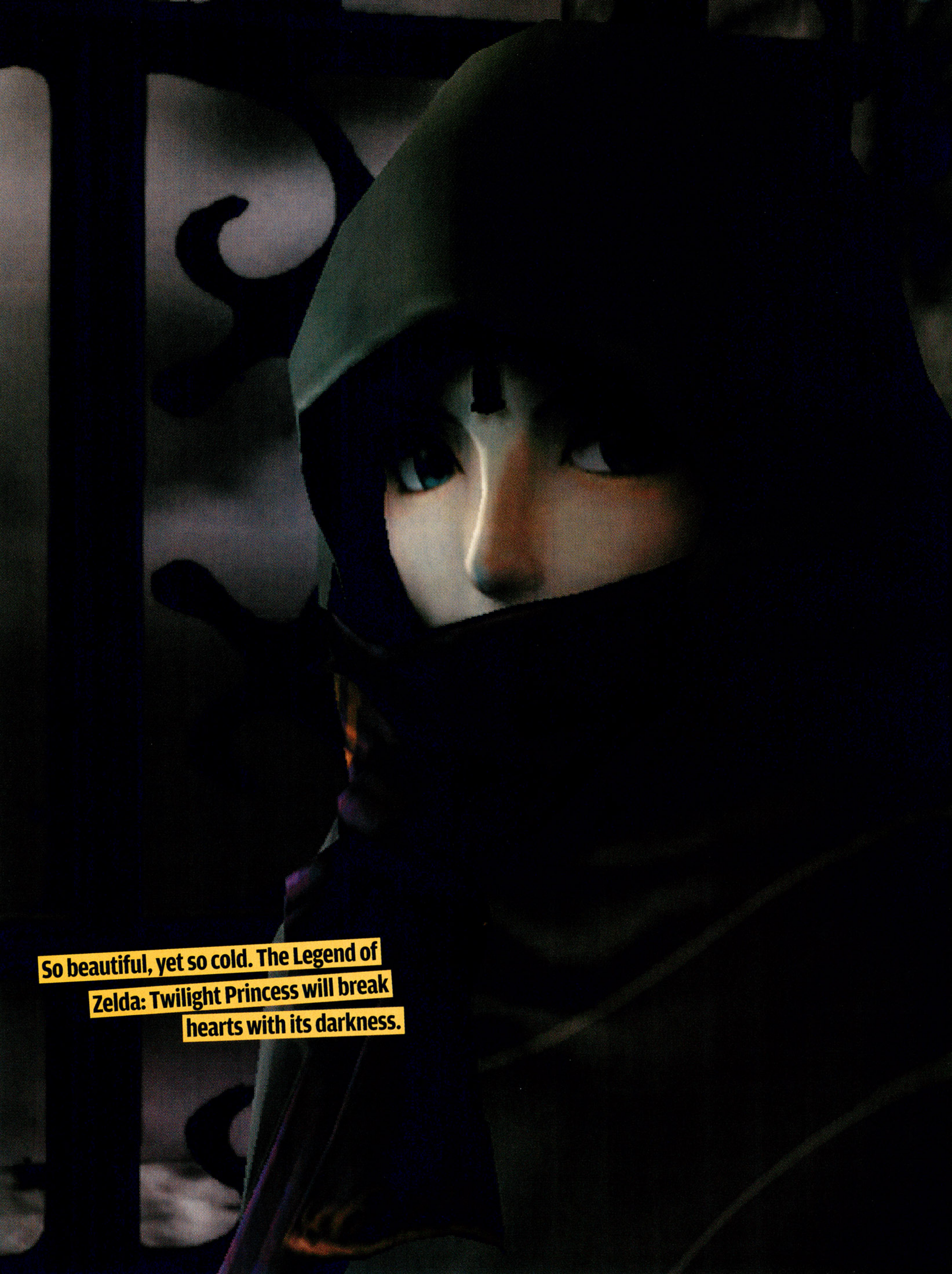
Be Careful What You Wish For: Aside from Link's beastmaster tendencies and the new weapons he'll score, the biggest revelations just slapped you in the face. Based on the wolf hook at the close of the Game Developers Conference movie, many speculators guessed that Link would be a werewolf in the upcoming Legend of Zelda game, subtitled Twilight Princess. They were in the ballpark; and yet they couldn't have been farther from the truth. Let's take a detour to see the grim reality. In the early hours of Twilight Princess, as Link heads toward the Hyrule festival, he stumbles into a twilight realm—not a wholly separate dark world like in A Link to the Past, but rather a limbo that's slowly spreading like an infection, transforming Hyrule into a dead realm. Those who wanted to see the colorful, cel-shaded, superlively style from The Wind Waker banished from Hyrule will see their dream come true in Twilight Princess. Welcome to your worst nightmare: black-and-white desolation rules. It's hell-shading that paints all surfaces. And ashen winds make it clear that this is post-apocalyptic Hyrule.



The Shocking Truth: How does the wolf play into the secrets of Twilight Princess? When Link first steps into the transformative limbo, he turns into a wolf—and we're right with you when you wonder why he changes into a *wolf*, specifically. We're told that Link is just as stunned by his tranformation, and events lead to his imminent capture and imprisonment in a castle at the heart of the twilight realm. He's soon busted out of the clink by an impish creature named Midna, who sports some crazy headgear that shows that cel-shading effects—however subtle—do have a place even in this dead land. From the time the two make their getaway from the castle, Midna will always ride on the wolf's back, and players will see the hues on Midna's head react to the environment, pointing out things of note nearby. That much we know for sure, but it's not a great leap to think that cel-shaded flailing, mangling or clawing might occur at some point in their journey—especially given the face-off shown below with one of the twilight realm's creatures. Strangely enough, we've also seen cel shading used elsewhere: patterns etched into creatures' flesh use the technique (creepy!), and monsters that drop into battle plummet from a cel-shaded breach in the sky, then vanish upon defeat in a storm of similarly animated panels (provocative!). As for the wolf, you'll attack as the beast in a very different manner from when you're playing as humanoid Link. You'll hold down a button to send out a radiating circle that encapsulates ever-more nearby foes; when you release the button, the wolf auto-dashes from target to target, gutting foes with his teeth and claws—very feral, very effective. When you run the wolf outside the boundaries of the twilight realm, he changes back into Link (with no Midna in sight); if you cross back over, he turns back into the wolf, with the imp back on his back. Wolf, twilight realm, Hyrule, Midna—it's all tied together. That leaves one major mystery: Who's the Twilight Princess? The world will have to wait and see when the glorious and grim Zelda title becomes the major video game event of 2005 later this year.

The effect is not unlike a fistful of ashes thrown into your eyes. Black, white and full of pain.





So beautiful, yet so cold. The Legend of Zelda: Twilight Princess will break hearts with its darkness.

INSIDE ZELDA

NINTENDO POWER'S MONTHLY CHECK-IN FROM THE ZELDA DEVELOPMENT TEAM.

(Part 2)

THE ART OF TWILIGHT PRINCESS

SATORU TAKIZAWA | ART DIRECTOR, NINTENDO | KYOTO

SATORU TAKIZAWA has been at the dark heart of many Nintendo games since the N64 era, designing beasts and bosses in everything from Super Mario 64 to The Legend of Zelda: The Wind Waker on the Nintendo GameCube. As art director overseeing Twilight Princess, he's now shouldering an incredible burden: making the world of Zelda more realistic than ever before, and possibly pulling off the artistic achievement of this video-game generation. How has he steeled his mind's eye to see Hyrule in such a new light? Takizawa reveals all.

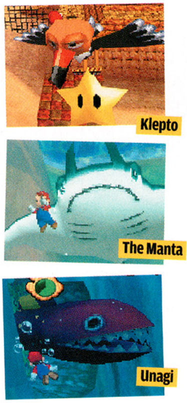
Late Bloomer Visits Hyrule

Though the Famicon [NES] was extremely popular in Japan when I was in elementary school, I didn't own one. That's a surprise to some people, but at that time I wasn't into video games yet. While I did play games at my friends' houses, I was much more interested in drawing my own original comics, which I circulated among my classmates. Well, that and my parents didn't buy me the system!

I jumped into games years later when I was studying design at the university level, where I specialized in movies and was creating animated films for my friends' projects—a fashion show, a music band, etc. At that time, Super NES nostalgia was really trendy, so I bumped into one of the very popular RPG games for the system. I hadn't played a game since the Famicon generation, so it was a culture shock to see how far video games had come along as a form of entertainment. Soon after my introduction to gaming culture, I played The Legend of Zelda: A Link to the Past, and I finally saw the light. I decided that I had to work for Nintendo—no doubt about it.

The Monsters in His Head

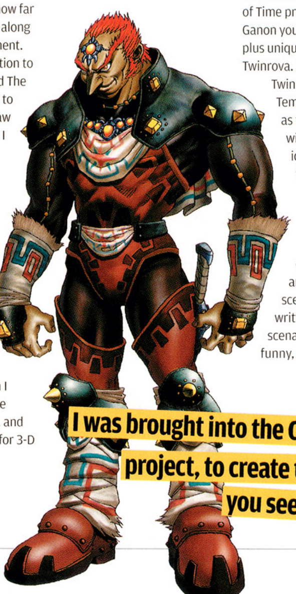
New people usually start off at Nintendo working on the debug team, but after some training, I got a shot at designing the logo for Yoshi's Island. When I started it was during the ascendancy of the N64, and there was a huge need for 3-D design work, so I quickly got assigned to lots of projects. As it turns out, I always seemed to design enemies, starting off with lots of creatures from Super Mario 64, like Klepto the Condor in Shifting Sand Land, the eel Unagi in Jolly Roger Bay and the manta in Dire, Dire Docks. For Star Fox 64, I not only created many of the bosses—Goras in Titania, Bacoon in Aquas, Sarumarine in Zoness and Mechbeth in Macbeth—but I also designed landscapes and 3-D objects that fit within each game environment. Star Fox 64 was an incredibly intense, deadline-driven project, but I enjoyed the work a lot. The overall process—dreaming, designing then finally playing with it—blew my mind, and it gave me access to very expensive technology that I wasn't even allowed to touch during my university studies. An amazing opportunity.



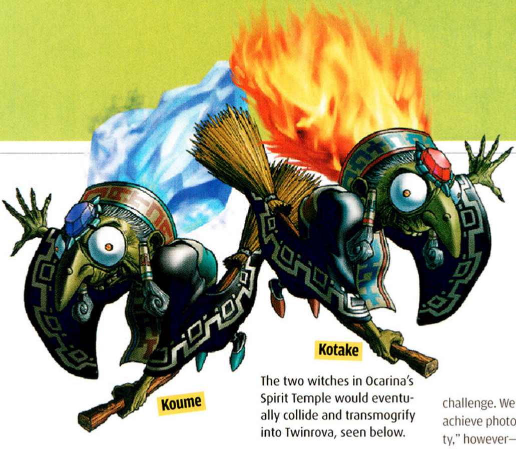
Takizawa designed a number of the creatures that Nintendo gamers now call classics—many from Super Mario 64.

Link to Takizawa's Past

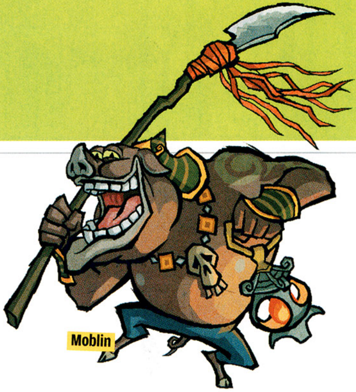
I was brought into the Ocarina of Time project to create the Ganon you see in that world, plus unique bosses like Twinrova. As Zelda fans know, Twinrova is the Spirit Temple boss that starts as twins—one a fire witch, the other an ice witch—that eventually combine to make one creature. We always create a design based on rough-outs for the setting and scenario. The scenario designer had written the Twinrova scenario that was really funny, with the two



> **I was brought into the Ocarina of Time project, to create the Ganon you see in that world.**



The two witches in Ocarina's Spirit Temple would eventually collide and transmogrify into Twinrova, seen below.



witches tormenting each other, and I was very skeptical that my proposed designs could live up to the comedy. But the director liked my treatment, and my Twinrova ended up in the game. That's one of the biggest moments in my Zelda background, which covers Ocarina of Time, Majora's Mask and The Wind Waker (although figuring out just the perfect look for the cel-shaded Molblin was another high point). In our group, hardly any character creation is ever trivial; and we really encourage a no-borders environment where the designer, director and everyone else on the creative team can talk freely about how to make our games more interesting. Though how our designs are used may change considerably during the development process, they'll definitely show up somewhere in the game, which really makes our jobs as designers very satisfying.

Developing a World View

It's hard for me to pin down those artists who've influenced me. But when I was in kindergarten, I really loved comics, especially Shotaro Ishinomori's *Cyborg 009*, plus the *Star Blazers* animated series, and I drew a lot of sketches based on them both. *Star Wars* was the first movie from the West that I saw, and I begged my parents to take me to the theater. Or so they tell me—I was very young at the time. In general, sci-fi has been a big influence on my creativity. I've always been a big reader as well. While other kids were reading light, fun stories, I was into epic tales with real heroes like Ieyasu Tokugawa or Nobunaga Oda. I've always liked stories with many characters, each with their own tales, that add up to one dynamic, massive tale. Even with *Star Wars* and *Star Blazers*, it was always the world vision that gripped me, not just simply the cool characters and sci-fi mechanics.

Beyond Photorealism

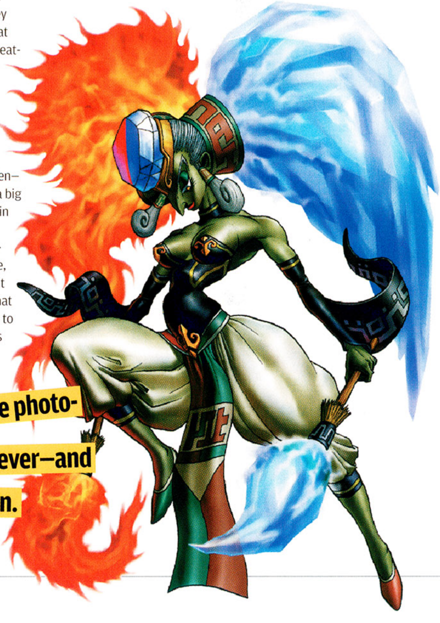
Realism in Zelda isn't a first with The Legend of Zelda: Twilight Princess. We did it in Ocarina of Time, but this is the first time that we've taken on the task of creating a realistic 3-D Zelda style that pushes the Nintendo GameCube's graphics to its limit. Our development team is highly motivated to step up to the challenge. We aren't trying to achieve photorealistic "reality," however—and that's a vital distinction. When we look at Ocarina of Time now, we can't deny that the graphic quality isn't high, but you still get the feeling of each environment incredibly well. We've heard that opinion from many who've enjoyed the Ocarina experience. It's really key.

We haven't changed this focus. Not during Majora's Mask, and not during The Wind Waker. We like to hear that players really feel like they're part of the environment. And we love it when gamers compare what they see on the screen to a great painting, because we're creating a world of fiction, not an imitation of something that already exists. Here's another way we like to think about it: Our goal is to create a miniature landscape garden—a natural aesthetic that's a big part of Japanese culture—in which players can get in touch with their surroundings. Easier said than done, however. The development team must understand what kind of gameplay we want to achieve and where objects need to be placed in this garden. And each creative team strives to achieve the overall goal. From an art-direction point of view, that's the most exciting part of my job—to communicate the big picture, artistically.

Guiding Influence on Zelda

As the art director for Twilight Princess, I spend a lot of time coordinating the efforts of other creative folks. After the atmosphere of the game is nailed down, it's my job to make sure everyone's designs are consistent. I've done some design work on this project, but I'm mostly listening to other people's ideas. For example, the cover art for this issue of Nintendo Power was done by Nakano-san, one of our illustrators. One day Aonuma-san [the game's producer] and I were talking about the need to create abstract art that would represent the relationship between Link and the wolf. Nakano-san quickly did a monochromatic ink sketch, and we thought that his detailed approach really captured the essence of the game. His final rendition, with its oil-painting-like

We aren't trying to achieve photo-realistic "reality," however—and that's a vital distinction.



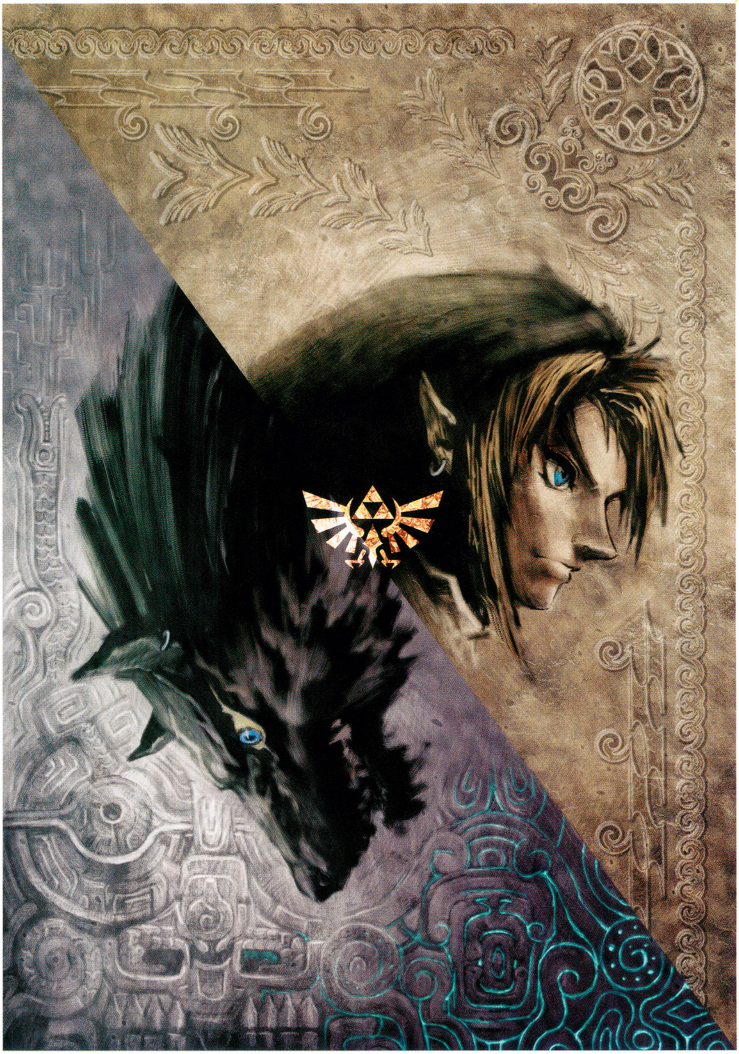
[We] were talking about the need to create abstract art that would represent the relationship between Link and the wolf

approach, really represents the feeling of Twilight Princess very well.

Another important theme of the new game: Link as an adult. We're still thinking about many ideas from both a design and action point of view to show how cool the adult Link will be. We may choose to use Japanese-style sword action, for example, but we're still working through many ideas, and only some will be ready for the E3 demo version.

Vacation's Canceled?

I grew up in the same town as producer Aonuma-san, my wife and his wife also come from the same town, and we even had a child at about the same time. I remember the summer when we were deep into Wind Waker development: our wives went off on their vacations to visit their parents, and we had to stay at work and focus on finishing the game. Suddenly, Aonuma-san's wife sent a photo of his cute kid to his cellular phone, and he howled about wanting to be with his family. Sigh—no doubt we'll have another summer like that ahead of us as we head into final development on Twilight Princess! We have some big milestones ahead of us, but we're up to the challenge. However, a little pep-rally cheering from Nintendo Power readers would do us—and the game!—a world of good.



Seen in its entirety, the Nintendo Power cover art overseen by art director Takizawa better represents the many artistic subtleties found in The Legend of Zelda: Twilight Princess.

Renaissance Mario

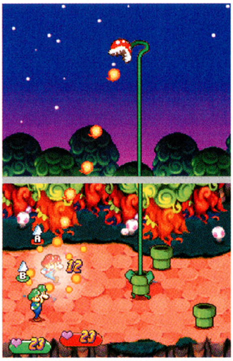
Never one to rest on his laurels, Nintendo's leading man will show off his many talents with no fewer than eight games this year, and we've got a **sneak peek.**

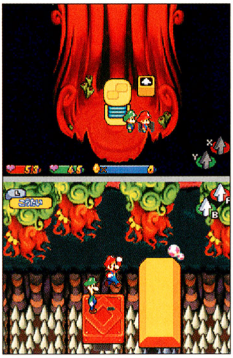
By Steve Thomason

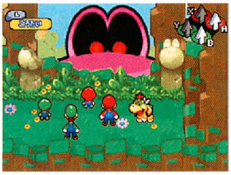
Chrono Plumber

MARIO & LUIGI 2 (DS)

In this sequel to Mario & Luigi: Superstar Saga, the brothers travel back in time to save Princess Peach (again), only to come face-to-face with baby versions of themselves, the princess and even Bowser. Over the course of the adventure, our intrepid heroes will team up with their younger selves, which should not only open some new gameplay possibilities, but serve as a bottomless source of comic gold. The innovative battle system from the first game looks like it will make a welcome return, taking advantage of the dual screens to expand the scope of the battlefield. The top screen also serves as a map while you explore the overworld, and lets you split up your characters to deal with certain puzzles. Cross your fingers that are stubby for the triumphant comeback of Fawful, the most brilliant villian in the history of history.







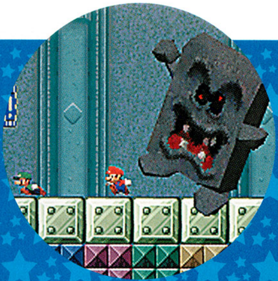
Big purple dinosaurs have the power to mesmerize babies. That's how they lure them close enough to eat them.

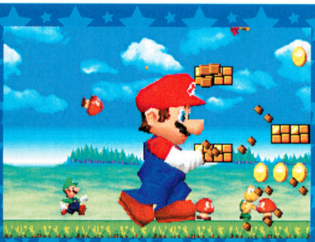
© 2005 Nintendo. Developed by ALPHADREAM

Goin' old school

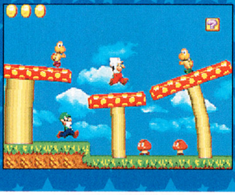
NEW SUPER MARIO BROS. (DS)

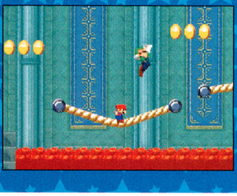
Can you believe it's been nearly a decade since the last all-new Mario side-scroller? Later this year, the original platforming hero will finally get back to his roots in a new Super Mario Bros. that combines 3-D graphics with classic 2-D gameplay on DS. Best of all, you and a friend can link up to play through the adventure simultaneously as Mario and Luigi in the wireless multiplayer mode.



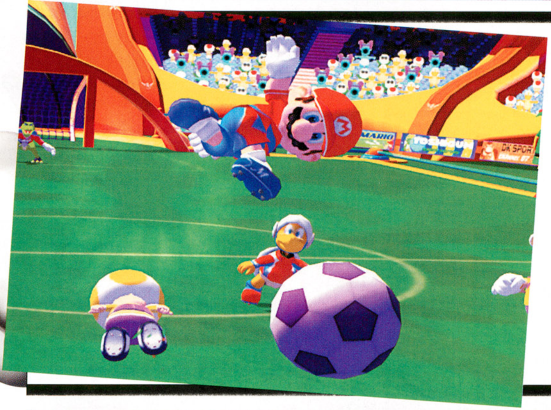


Mario abides by the buddy system in the DS platformer.





© 2005 Nintendo.



Gooooooooooooooooooooooooal!

SUPER MARIO STRIKERS (GCN)

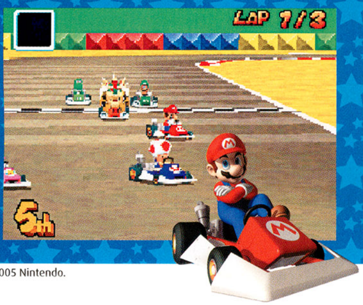
Continuing his foray into the wide world of sports, the versatile plumber will tackle soccer in Super Mario Strikers for the GCN. Expect four-player action and all sorts of crazy special moves: everything from freezing your opponents with ice-powered shells to making an entire team flee in terror with a roving Chain Chomp. Members of the development team, Next Level Games, also worked on the vastly underappreciated Sega Soccer Slam, so we have high hopes for this one.

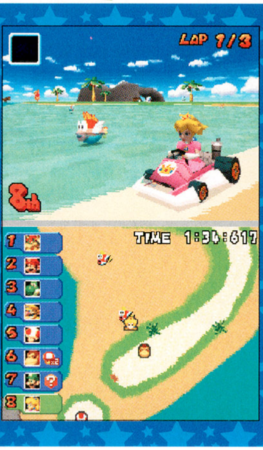
© 2005 Nintendo.

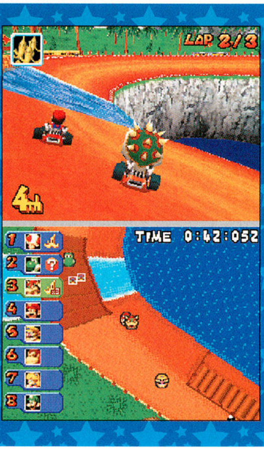
Gentlemen (and ladies . . . and apes), start your engines

MARIO KART DS (DS)

For Mario Kart fans, the DS's first entry in the series is shaping up to be a dream come true. Complementing a bevy of brand-new tracks are nearly 30 courses from Super Mario Kart, Mario Kart 64, Mario Kart: Super Circuit and Mario Kart: Double Dash!! And download play means up to eight drivers can hit the road wirelessly with a single game card.







"Ooo, look at me! I'm Mario. I have eight new games!"

© 2005 Nintendo.

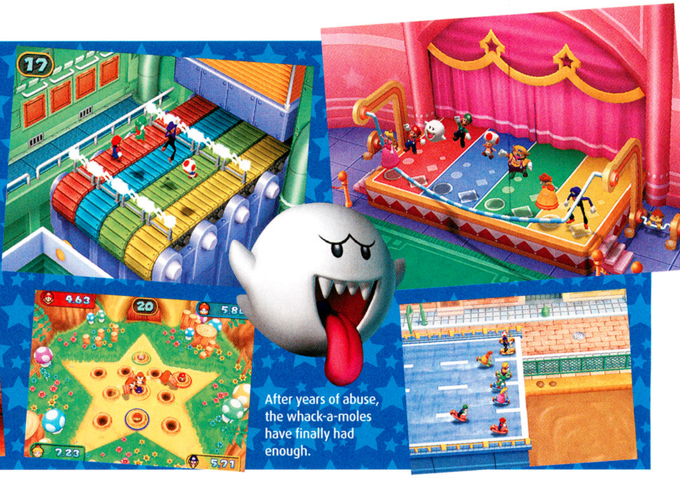
The Party never ends

MARIO PARTY 7 (GCN)

All work and no play makes Mario a dull boy. The seventh iteration of the wildly popular Mario Party franchise keeps the festivities going with over 80 brand-new minigames and a Mic Grand Prix mode that takes full advantage of the microphone peripheral. And to really get the party rocking, you can invite up to seven others to this year's shindig.

© 2005 Nintendo. © 2005 HUDSON SOFT

5' 00" 00
0' 09" 71

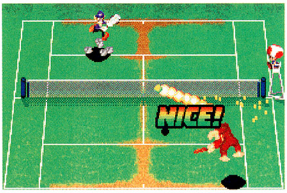


After years of abuse, the whack-a-moles have finally had enough.

Court quest

MARIO TENNIS ADVANCE (GBA)

Following in the footsteps of the original Mario Tennis for Game Boy Color, Mario Tennis Advance boasts a number of role-playing elements. You'll gain experience and improve your skills through lessons and tournaments, and as you advance through the story, you'll unlock additional characters (each with his own power moves). The game will support both the GBA Link Cable and the Wireless Adapter for four-player matches.

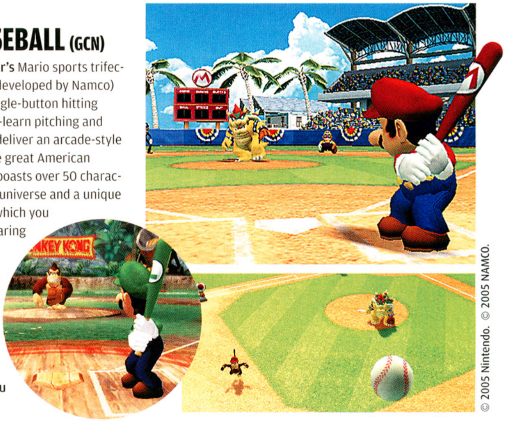


© 2005 Nintendo/CAMELOT

Batter up!

MARIO BASEBALL (GCN)

Leading off this year's Mario sports trifecta, Mario Baseball (developed by Namco) pairs an intuitive single-button hitting system with easy-to-learn pitching and fielding controls to deliver an arcade-style interpretation of the great American pastime. The game boasts over 50 characters from the Mario universe and a unique Challenge mode in which you wander the land clearing various baseball-themed trials.



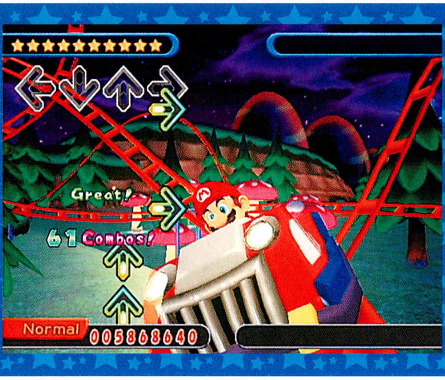
DK's about to show Luigi what happens when you crowd the plate.

© 2005 Nintendo. © 2005 NAMCO.

Swing your arms from side to side

DANCE DANCE REVOLUTION: MARIO MIX (GCN)

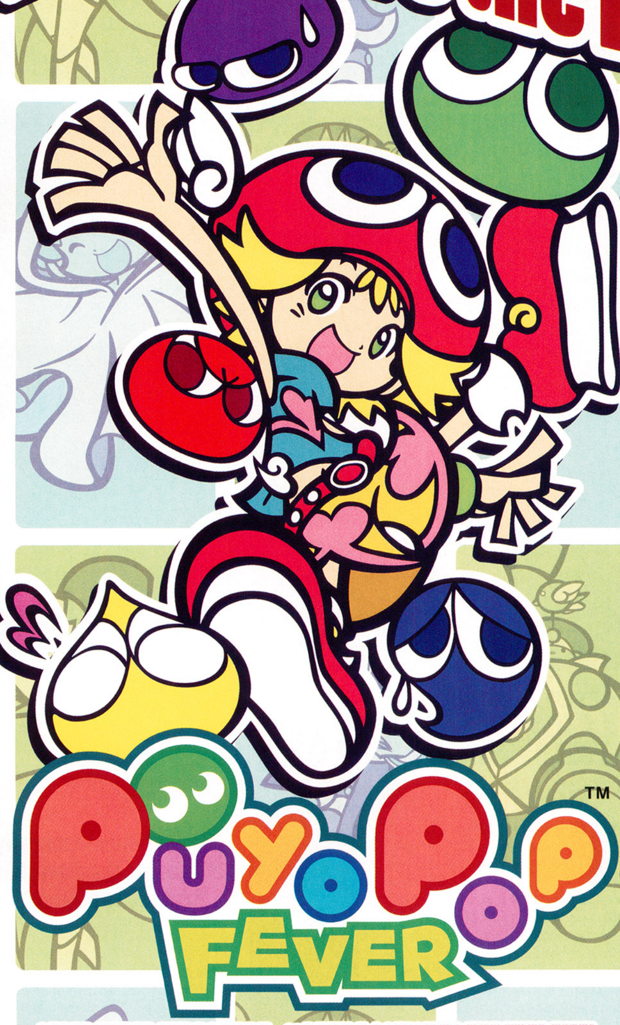
Mario will shake his moneymaker this October when the Dance Dance Revolution craze finally hits the Nintendo GameCube. A joint development from Konami and Nintendo, DDR: Mario Mix will let you get your groove on to over 25 dance-flavored tunes, including a number of remixed Nintendo themes. The game will come packaged with a dance pad, and features a Workout mode that you can use to track how many calories you've burned while you boogie.



© 2005 KONAMI/Nintendo.

"Puyo Pop is one of the most successful falling-piece puzzle games ever conceived." - IGN.com

Do you have the FEVER?!


Puyo Pop FEVER ™

ATLUSNITRO
COM1
REST 15.00 SEC.
START Pause
Unique Touch Screen Control!
Lake of Alicubi
Multiple Gameplay Modes including a story mode!
COM4
COM5
COM6
8 Player Puzzle Madness with Single-Card Download Play!

Raffine
Looks like for every prince charming there's a not so charming one.

SUPER HYPER TURBO EX DX+α PUZZLE ACTION TO THE EXTREME!

EVERYONE
E
Mild Language
ESRB CONTENT RATING www.esrb.org

NINTENDO DS™ SEGA® ATLUS WWW.ATLUS.COM

© SEGA, 2004 Exclusively co-published by Sega and Atlus SEGA, SEGA logo and "Puyo POP FEVER" are registered trademarks or trademarks of SEGA CORPORATION.
TM,® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings icon is a trademark of the Entertainment Software Association.

NOT LOST IN TRANSLATION

How do you turn a film franchise into an interactive hit? The road's been bumpy, but a slew of new games are attempting to conjure movie magic.

By George Sinfield

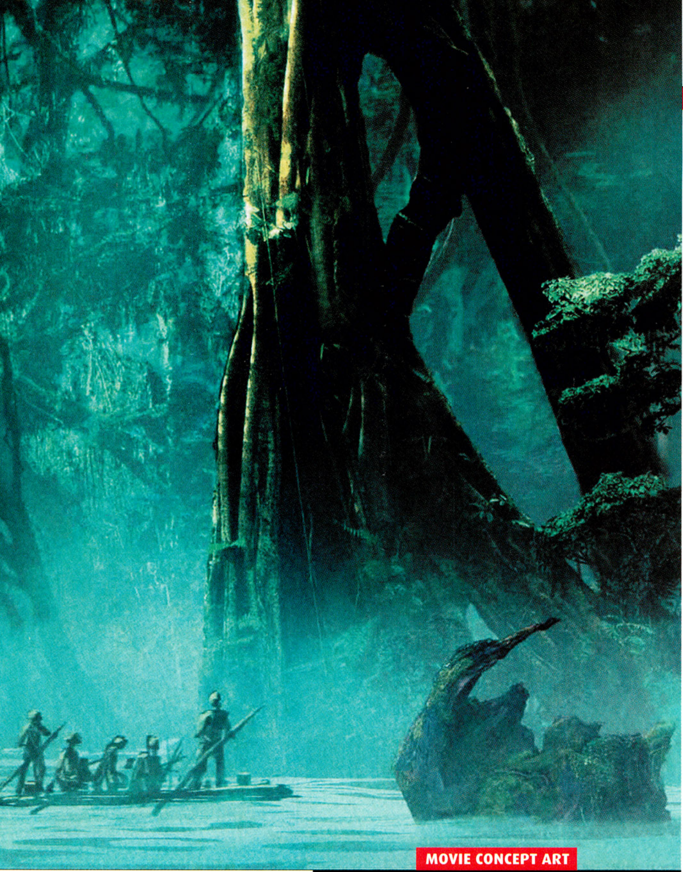
The history of movie-based games has been riddled with rushed projects that jam movie-star likenesses into formulaic game engines. Few filmmakers have had the foresight to involve game developers early enough in the creative process to make a great game timed with a film's release. Atari's Enter the Matrix (2003), developed in cooperation with the Wachowski brothers, was an ambitious step in the right direction. Now Peter Jackson is taking a crack at interactive greatness with his approach to the video game versions of *King Kong*. Join us on a tour of the current state of movie tie-ins.

PETER JACKSON'S KING KONG

REACHING ACROSS ART FORMS, JACKSON CALLS ON A GAMING GREAT

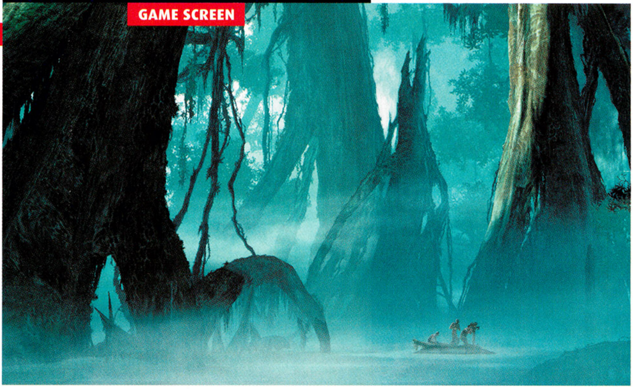
> "You become emotionally attached to the characters that you're playing."
>
> —Peter Jackson

The ***Lord of the Rings*** trilogy put director Peter Jackson onto the Hollywood A list as a director who knows how to bring new light to a well-established story and has a keen eye for top talent. When it came time for him to commission the game adaptation of his *King Kong* remake, he came up with just one name for the chief designer: Michel Ancel, the creative mind behind the Rayman series and one of the best-reviewed games of 2003, Beyond Good & Evil. Normally, filmmakers and game publishers work out the business deal on a movie tie-in first, then get down to solving the creative puzzle. But Jackson, after playing BG&E, was much more interested in getting someone who shared his vision of the project first, and letting the business side of the transaction follow. In publisher Ubisoft's materials describing the collaboration, Jackson said, "Michel Ancel has a great storytelling skill in making you so involved in the game as a player that you actually become emotionally attached to the characters that you're playing." That connection between the player and the characters has been the key ingredient in Ancel's approach to the King Kong game. Instead of



MOVIE CONCEPT ART

From concept to execution—the game development team took Weta Workshop's movie art and adapted it to the game engine. The result is a seamless transition from the movie world to the game world.



GAME SCREEN

starting with the basic game type, such as a first-person shooter or a third-person adventure, then fitting the story into that mold, Ancel and his team analyzed the intentions of the film, identified its key emotional moments and set out to create gameplay that kept those moments intact. Although gameplay details have not been revealed, we've formulated an educated guess that the player will have two perspectives: that of Jack Driscoll (played by Adrien Brody), and that of the big ape himself.

What has been revealed is that the game developers are taking film assets (concept art, creature models) developed by Jackson's Weta Workshop and placing them directly into the game, rather than creating a video game interpretation of those assets. The result is the most direct translation from film to game that we have seen yet.

Michel Ancel—
Exclusive NP Interview

NP: What are the main factors in turning a movie story into a game?

MA: The key is to understand the most important themes and values of the movie. Our job consists in adapting those themes appropriately within the dynamics of a video game. For instance, if a notion of injustice is introduced in a sequence of the film, we try to adapt it by creating an interactive situation that will make you live and feel this emotion.

NP: How do you elicit an emotional response?

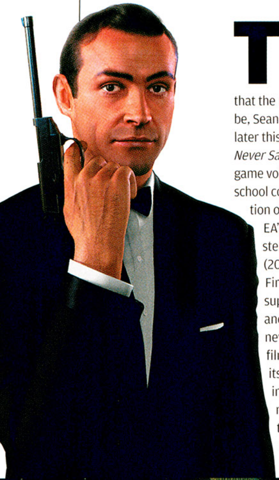
MA: As in other media, you have to succeed in reaching everyone's universal references. To see a weak character getting violently attacked by a pack of predators directly creates a form of compassion between the spectator and the victim. If on top of that, the spectator is attached to the victim because he knows their background, their personality, the scene becomes even stronger. The quality of the production is also decisive since the same scene may seem ridiculous if the voices are poor or inaccurate, or if the actions look improbable.

NP: How have you dealt with the character size issues?

MA: By multiplying the visual references, we manage to create links between the scales. We try to reproduce as many familiar elements as possible, such as a stair, a window, a torch, and each of these ingredients helps create believable size references within the game. In addition, working with similar enemies and having action take place in common places/scenes helps keep a sense of context.

FROM RUSSIA WITH LOVE

THE MOVIE SPY OF THE '60S BECOMES THE GAME HERO OF THE '00S



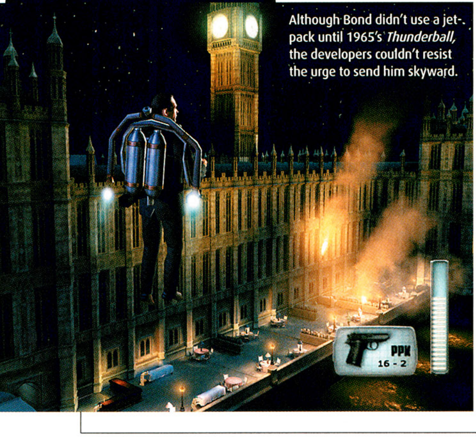
There have been a lot of rumors about who will replace Pierce Brosnan as James Bond in the film series, but most fans will agree that the ultimate Bond was, and will always be, Sean Connery. Reprising his 007 role later this year for the first time since 1983's *Never Say Never Again,* and making his video game voiceover debut, Connery brings old-school cool to EA's 1960s-set game adaptation of *From Russia with Love.*

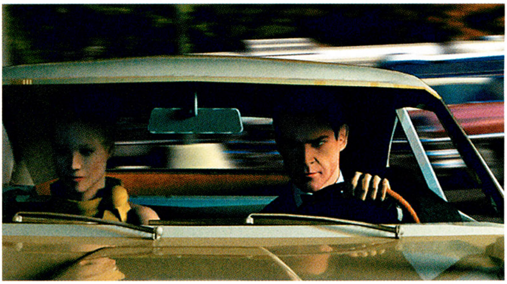
EA's James Bond games have evolved steadily since The World Is Not Enough (2000) for the N64 and Agent Under Fire (2002) for the GCN, giving the superagent more gadgets, vehicles and freedom to explore with every new title. In its recreation of the 1963 film classic, the publisher continues its gameplay improvements by offering seamless transitions from running and shooting to vehicle control—allowing you to drive cars, ride motorcycles and even strap on the classic Bond jetpack. You'll also be able to customize 007, upgrading and equipping him with items of your choosing.

An ongoing concern for game developers who are challenged with adapting movie properties is that what's exciting in the context of a film (a witty dialogue exchange, for example), may not translate well to a game. To address that concern, EA is adding original action-oriented missions and stealth endeavors that elaborate on the film's plot. And, although classic characters (Donald "Red" Grant, Ernst Blofeld and the members of SPECTRE) will play a part, new characters voiced by top-notch Hollywood talent will add to the cast—each one decked out in stylish '60s fashion.

Multiplayer modes, including deathmatches, will offer players a chance to take on the roles of characters other than James Bond, and battle it out in a selection of settings from the game and film, such as Istanbul.

Some details about the game are still sketchy, but we are assured that at some point Connery will utter his legendary drink order: "A martini, shaken not stirred."


Although Bond didn't use a jetpack until 1965's *Thunderball,* the developers couldn't resist the urge to send him skyward.



MOVIE-GAME CALENDAR
PLAY DATES

MAY
Madagascar (GCN, GBA, DS)

JUNE
Batman Begins (GCN, GBA)

Chicken Little (GBA)

Disney's Herbie: Fully Loaded (GBA)

Fantastic Four (GCN, GBA)

JULY
Charlie and the Chocolate Factory: The Video Game (GCN, GBA)

SEPTEMBER
Disney's Cinderella: The Game (GBA)

NOVEMBER
Harry Potter and the Goblet of Fire (GCN, GBA, DS)

DECEMBER
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (GCN, GBA, DS)

Peter Jackson's King Kong (GCN, DS)

FALL
Disney/Pixar's Finding Nemo (DS)

Disney/Pixar's The Incredibles: Rise of the Underminer (GCN, DS)

From Russia with Love (GCN)

Tim Burton's The Nightmare Before Christmas: The Pumpkin King (GBA)

2006
The Barnyard (GCN, GBA, DS)

Disney/Pixar's Cars

Pirates of the Caribbean: Dead Man's Chest (GBA)

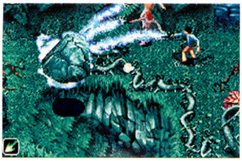
HARRY POTTER AND THE GOBLET OF FIRE

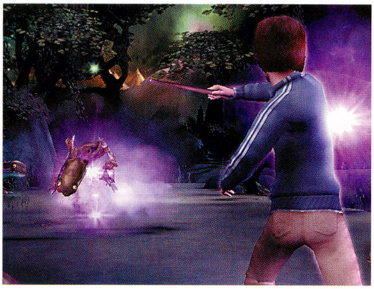
REALISM REIGNS IN POTTER'S MAGIC WORLD

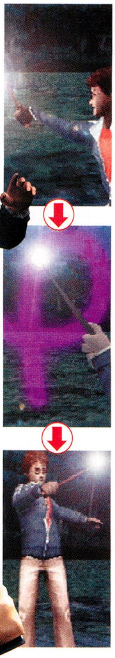
EA has always been quick to say that its Harry Potter adventures have been interpretations of J.K. Rowling's books—not direct adaptations of the films. While that may seem like splitting hairs, the difference was obvious in last year's Prisoner of Azkaban, in which the game's robe-wearing wizard in training looked prepubescent compared to the film's rapidly aging teenager. For Harry Potter and the Goblet of Fire (due out with the film this November), the game makers are moving closer to the cinematic interpretation of Potter's adventures, featuring a story that follows the film script and the likenesses of the actors in their film roles. "The audience takes its cues from the movie," says producer Justin Manning. "They see Harry Potter as Daniel Radcliffe. So hey, why wouldn't we?"

> **"The audience sees Harry Potter as Daniel Radcliffe. So hey, why wouldn't we?"**
> –Justin Manning

Last month, we debuted screenshots of the three-player cooperative GCN title. Here, we look at the DS and GBA versions—both more action-oriented than the RPG-light GBA titles of years past. Potter's DS debut features a touch-screen-driven spell-casting system that has you tracing symbols with your stylus to conjure magic. Both games span the entire story, from the appearance of the Death Eaters at the Quidditch World Cup campsite to the face-off with Voldemort in the graveyard







The first DS Potter title gives you unique spell-casting control.

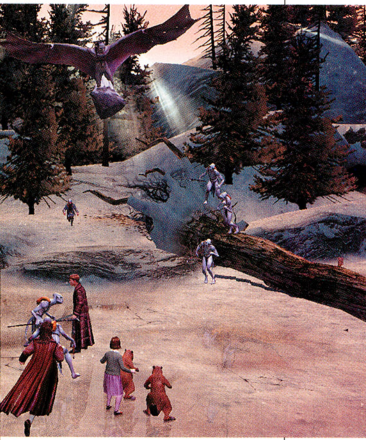
THE CHRONICLES OF NARNIA

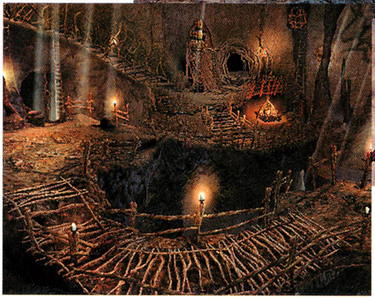
NARNIA COMES TO LIFE ON THREE NINTENDO SYSTEMS

In a league with *The Lord of the Rings*, C.S. Lewis's *The Chronicles of Narnia* book series has dazzled readers for more than 50 years. In December, the first chapter in the epic story of the Pevensie siblings will come to the GCN, GBA and DS in conjunction with the live-action film adaptation directed by Andrew Adamson *(Shrek, Shrek 2)*. The GCN game is a story-based 3-D adventure featuring cooperative play for two players. The handheld games are more RPG-oriented.

Mike Jacob, Disney Interactive's executive producer on the projects, described the challenge of adapting an established story to games: "To some degree there are obvious design decisions that are taken out of the hands of the game designers since the story is already written. However, because the world of Narnia is vast and full of so many amazing characters and stories, [we have] freedom to create unique experiences that extend beyond the film's scope."

The four Pevensies take on a variety of fantasy creatures, including nasty goblins.



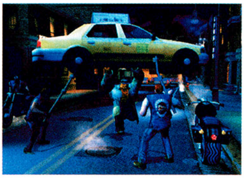


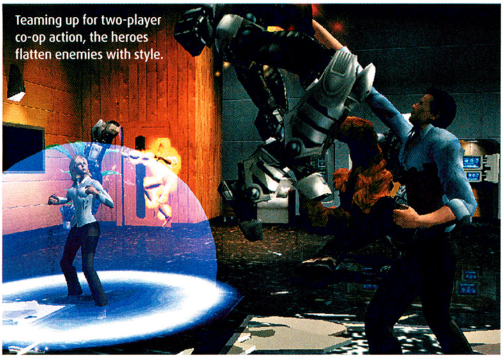
Rich graphics and a strong story will make Narnia a must-play for fantasy fans.

FANTASTIC FOUR

Marvel at our new FF screenshots!

They haven't reached the pop-culture status that Spider-Man and the X-Men enjoy, but the Fantastic Four are tops with the Silver Age Marvel faithful. Jessica Alba and *The Shield*'s Michael Chiklis lead the cast of the long-awaited big-budget FF film. Although the film stars weren't part of the game project, taking control over The Thing should still be clobberin' fun.



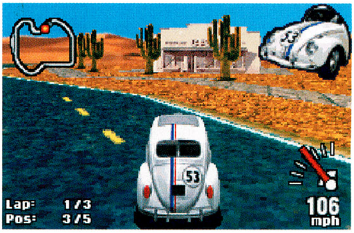


Teaming up for two-player co-op action, the heroes flatten enemies with style.

DISNEY'S
HERBIE:
FULLY LOADED

The odds are stacked in Herbie's favor

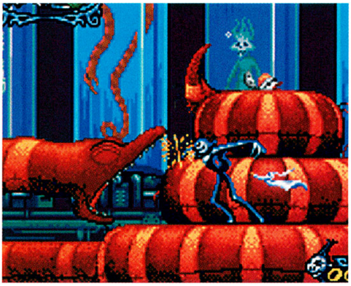
Continuing the long tradition of movies adapted into racing games (Driven, Days of Thunder, Antz Extreme Racing), the GBA retelling of Disney's latest Herbie movie lets you control the Volkswagen Bug that aspires to be a NASCAR racer. Fully Loaded is the first racing game to include a meter that captures the vehicle's mood, as well as the first to feature unlockable photos of the film's star, Lindsay Lohan.



TIM BURTON'S
THE NIGHTMARE
BEFORE CHRISTMAS: THE PUMPKIN KING

A Burton fan's dream game

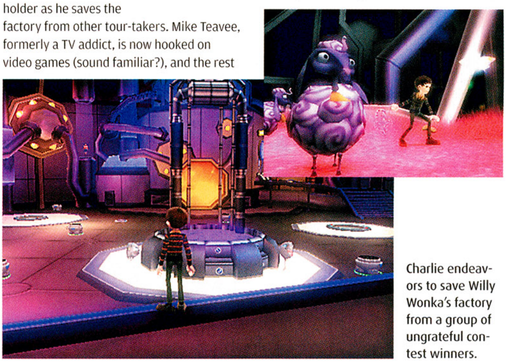
More than 10 years after its release, *The Nightmare Before Christmas* is still a favorite film among animation maniacs. The Pumpkin King, exclusive to the GBA, is a prequel to the movie that relates the story of how Jack Skellington came to earn his regal moniker. Accompanied by his ghost dog, Zero, Jack uses a green-gas gun and his own skull to dispatch enemies in the side-scrolling platformer. Look for the game to emerge before Halloween.



CHARLIE
AND THE CHOCOLATE FACTORY

2K doles out Dahl's masterpiece

Adopting the visual style of Tim Burton's upcoming classic-book-based film starring Johnny Depp as Willy Wonka and Freddie Highmore (*Finding Neverland*) as Charlie Bucket, Charlie and the Chocolate Factory: The Video Game from 2K Games follows the adventures of the Golden Ticket holder as he saves the factory from other tour-takers. Mike Teavee, formerly a TV addict, is now hooked on video games (sound familiar?), and the rest (Violet Beauregarde, Augustus Gloop and Veruca Salt), are equally self-involved. Charlie acquires abilities by eating special sweets (the famous Fizzy Lifting Drink featured in the original film may be among them) and enlists help from the Oompa-Loompas to solve puzzles.

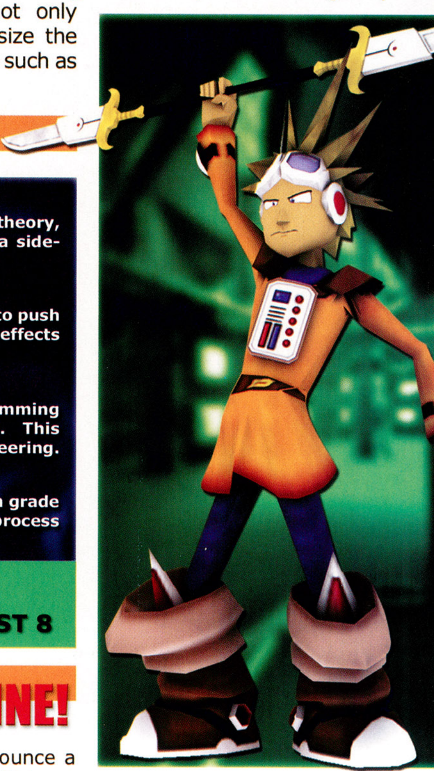


Charlie endeavors to save Willy Wonka's factory from a group of ungrateful contest winners.

DigiPen Institute of Technology: Join The Game!

Visit DigiPen Online At **WWW.DIGIPEN.EDU**

DIGIPEN INSTITUTE OF TECHNOLOGY invites middle and high school students to experience **game programming**, **3D animation production**, and **robotics** through engaging 2-week SUMMER WORKSHOP programs taught at DigiPen's main campus in Redmond, Washington. Participants are taught by highly qualified instructors, who not only present technology but also emphasize the importance of core academic subjects such as math, science, and art.



2005 Workshops Offered

Video Game Programming - Levels 1, 2, 3

Learn the basics of C/C++ programming, computer hardware theory, and the essential elements that go into games ranging from a side-scrolling shooter to a 3D ray-casting game.

3D Computer Animation - Levels 1, 2

See how 3D computer animation technology has allowed artists to push the envelope of creativity in today's video games, movie special effects and computer animated feature films.

Robotics - Level 1

Fundamental robot mechanics, electronics, and programming fundamentals are reinforced with challenging robot missions. This workshop is a great introduction to the field of computer engineering.

Junior Workshop - Game Programming

Designed for middle school students enrolled in grade 5 through grade 7, this workshop is an introduction to the game development process including programming, art and design.

2005 Workshop Start Dates:

JUNE 13 JUNE 27 JULY 11 JULY 25 AUGUST 8

ProjectFUN IS NOW ONLINE!

Using online teaching technology, DigiPen is pleased to announce a new online program. The **DIGIPEN PROJECTFUN INITIATIVE** is an ideal alternative for students unable to come to DigiPen for the workshops and still learn about the art and science of game development.

DIGIPEN
INSTITUTE OF TECHNOLOGY

5001 150TH AVE NE REDMOND WA 98052 / 425.558.0299

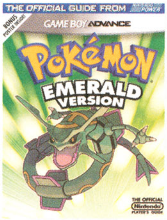
To Do List:
1. Play Zelda before Anyone Else!!
2. Pick up Steph @ Airport!
RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org for updated rating information.

©2005 Nintendo. TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. ©2005 Nintendo.

BACK ISSUE/PLAYER'S GUIDE
Order Form

ZELDA: ALL-NEW SCREENS!
NINTENDO POWER
The Future of Handheld Games


THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
Pokémon
EMERALD VERSION
THE OFFICIAL Nintendo PLAYER'S GUIDE

SHIP TO:

lame

ddress

ity State/Prov. Zip/Postal Code

) | | | | | | | | – | |

elephone Number Membership Number

PAYMENT DETAILS:

☐ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

redit Card Number Expiration Date

( )

ardholder's Signature Telephone Number

ardholder's Name

CATCH UP ON THE CLASSICS!

ack issues of Nintendo Power and Official Nintendo Player's Guides have all he gaming information and strategies that you need, and it's all straight from he source. Order from among the Nintendo Power issues listed on the back of his form. The prices shown include the cost of shipping and handling.

end your order to: **Nintendo Power Magazine**
P.O. Box 97032
Redmond, WA 98073-9732

PLAYER'S POLL SWEEPSTAKES
July 2005, Volume 193

FILL THIS OUT TO ENTER!

Name

Address

City State/Prov. Zip/Postal Code

( ) | | | | | | | | – | |

Telephone Number Membership Number
(Located above your name on the mailing label)

E-mail address ☐ Check this box to receive Nintendo Power subscription offers, product updates and news from Nintendo via e-mail. For more information about Nintendo's Online Privacy Policy please check out our website at http://www.nintendo.com/privacy.

A. How old are you?
- **1.** Under 6
- **2.** 6-9
- **3.** 10-12
- **4.** 13-16
- **5.** 17-24
- **6.** 25 or older

B. Sex
- **1.** Male
- **2.** Female

C. How do you feel about the new look and content of Nintendo Power?
- **1.** It's great!
- **2.** I don't like it.
- **3.** I have no opinion.

D. Which of the following new elements is your favorite?
- **1.** Expanded news section
- **2.** New preview style
- **3.** New critical review section
- **4.** New community pages
- **5.** Overall look and feel

E. Which of the following new elements is your least favorite?
- **1.** Expanded news section
- **2.** New preview style
- **3.** New critical review section
- **4.** New community pages
- **5.** Overall look and feel

F. Do you prefer the new design of Nintendo Power or the old design?
- **1.** I prefer the new design.
- **2.** I prefer the old design.

G. What is your favorite article this month?
- **1.** E^3 Previews
- **2.** Renaissance Mario
- **3.** Not Lost in Translation
- **4.** Killer 7 Strategy
- **5.** Pokémon Strategy
- **6.** Fire Emblem Strategy

H. How satisfied are you with this issue?
- **1.** Very satisfied
- **2.** Somewhat satisfied
- **3.** Somewhat dissatisfied
- **4.** Very dissatisfied

I. Do you plan to renew your subscription to Nintendo Power?
- **1.** Yes
- **2.** No
- **3.** Undecided
- **4.** I don't subscribe, but plan to do so.
- **5.** I don't subscribe, and I don't plan to do so.

J. Would you recommend Nintendo Power to others?
- **1.** Yes
- **2.** No

Place
First Class
Stamp
Here

NINTENDO POWER
P.O. Box 97062
Redmond, WA 98073-9762

		Player's Guides **Quantity (Limit 5 of each guide)**	**U.S. Price**	**Canadian Price**	**Total Amount**
#56981	____	Pokémon Emerald	$16.95	$19.95	$____
#54388	____	Star Fox: Assault	$16.95	$19.95	$____
#56363	____	Zelda: The Minish Cap	$16.95	$19.95	$____
#55761	____	Final Fantasy I & II: Dawn of Souls	$16.95	$19.95	$____
#54387	____	Metroid Prime 2 Echoes	$16.95	$19.95	$____
#54386	____	Paper Mario: The Thousand-Year Door	$16.95	$19.95	$____
#54385	____	Pokémon FireRed and LeafGreen	$16.95	$19.95	$____
#51556	____	Pikmin 2	$16.95	$19.95	$____
#54196	____	Zelda: Four Swords Adventures	$16.95	$19.95	$____
#53480	____	Pokémon Colosseum	$16.95	$19.95	$____
#53678	____	Metroid: Zero Mission	$16.95	$19.95	$____
#51557	____	Final Fantasy: Crystal Chronicles	$16.95	$19.95	$____
#51671	____	Sword of Mana	$16.95	$19.95	$____
#51560	____	Mario & Luigi: Superstar Saga	$16.95	$19.95	$____
#51559	____	Mario Kart: Double Dash!!	$16.95	$19.95	$____
#51558	____	Fire Emblem	$16.95	$19.95	$____
#51950	____	*Star Wars* Rogue Squadron III: Rebel Strike	$16.95	$19.95	$____
#51553	____	Final Fantasy Tactics Advance	$16.95	$19.95	$____
#51552	____	F-Zero GX	$16.95	$19.95	$____
#50972	____	Advance Wars 2: Black Hole Rising	$16.95	$19.95	$____
#51058	____	Donkey Kong Country	$16.95	$19.95	$____
#50480	____	Golden Sun: The Lost Age	$16.95	$19.95	$____
#50000	____	Pokémon Ruby and Pokémon Sapphire	$16.95	$19.95	$____
#48397	____	Zelda: A Link to the Past/ Four Swords	$16.95	$19.95	$____
#48021	____	Metroid Fusion	$16.95	$19.95	$____
#47648	____	Super Mario Sunshine	$16.95	$19.95	$____
#45835	____	Super Smash Bros. Melee	$16.95	$19.95	$____
#44621	____	Zelda: Oracle of Seasons and Oracle of Ages	$16.95	$19.95	$____

		NINTENDO POWER **Quantity (Limit 5 of each issue)**	**U.S. Price**	**Canadian Price**	**Total Amount**
#54437	____	Volume 192 (Jun. '05)	$6.00	$8.50	$____
#54436	____	Volume 191 (May '05)	$6.00	$8.50	$____
#54435	____	Volume 190 (Apr. '05)	$6.00	$8.50	$____
#54434	____	Volume 189 (Mar. '05)	$6.00	$8.50	$____
#54433	____	Volume 188 (Feb. '05)	$6.00	$8.50	$____
#54432	____	Volume 187 (Jan. '05)	$6.00	$8.50	$____
#51670	____	Volume 186 (Dec. '04)	$6.00	$8.50	$____
#51669	____	Volume 185 (Nov. '04)	$6.00	$8.50	$____
#51668	____	Volume 184 (Oct. '04)	$6.00	$8.50	$____
#51667	____	Volume 183 (Sep. '04)	$6.00	$8.50	$____
#51666	____	Volume 182 (Aug. '04)	$6.00	$8.50	$____
#51665	____	Volume 181 (Jul. '04)	$6.00	$8.50	$____
#51664	____	Volume 180 (Jun. '04)	$6.00	$8.50	$____
#51663	____	Volume 179 (May '04)	$6.00	$8.50	$____
#51662	____	Volume 178 (Apr. '04)	$6.00	$8.50	$____
#51399	____	Volume 177 (Mar. '04)	$6.00	$8.50	$____
#51398	____	Volume 176 (Feb. '04)	$6.00	$8.50	$____
#51397	____	Volume 175 (Jan. '04)	$6.00	$8.50	$____
#48017	____	Volume 174 (Dec. '03)	$6.00	$8.50	$____
#48016	____	Volume 173 (Nov. '03)	$6.00	$8.50	$____
#48015	____	Volume 172 (Oct. '03)	$6.00	$8.50	$____
#48014	____	Volume 171 (Sep. '03)	$6.00	$8.50	$____
#48012	____	Volume 170 (Jul./Aug. '03)	$6.00	$8.50	$____
#48011	____	Volume 169 (Jun. '03)	$6.00	$8.50	$____
#48010	____	Volume 168 (May '03)	$5.50	$7.00	$____

U.S. State Sales Tax: Residents of California add 7.25%, residents of Illinos add 6.25%, residents of Massachusetts add 5%, residents of Michigan add 6%, residents of New Jersey add 6%, residents of New York add 4.25%, residents of Texas add 6.25%, and residents of Washington add 8.8%.

Canadian Province Sales Tax: Residents of Newfoundland and Labrador, Nova Scotia and New Brunswick, add 15% HST. Residents of other provinces, add 7% GST.

Offer valid while supplies last! Allow four to six weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail to this address:

Nintendo Power Magazine P.O. Box 97032 Redmond, WA 98073-9732

Note: Issues and sets not on this list are either sold out or available in very limited quantities. Prices include shipping and handling. Prices subject to change without notice.

Subtotal $

Sales Tax $

Total $

ONLY FOR
NINTENDO GAMECUBE
THE LEGEND OF ZELDA
Twilight Princess

NINTENDO POWER

PLAYER'S POLL SWEEPSTAKES

JULY 2005

GRAND PRIZE
25 Winners

Nations of Zelda fans will bow before you: you'll play it first.

- You'll win one of the first 25 copies of The Legend of Zelda: Twilight Princess—and the superfine special edition E3 tee seen below!

SECOND PRIZE
1000 Winners

THE LEGEND OF
ZELDA
Twilight Princess

Wear the tee that came, saw and conquered E3.

- Suit up for hero duty with NP's special-edition E3 Zelda tee.

OFFICIAL SWEEPSTAKE RULES :

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding New York, Florida, Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "The Legend of Zelda" on a 4" x 6" postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 193
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 7/1/05 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 7/20/05, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 8/20/05. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 1,025 will win a prize. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/20/05) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Twenty-five (25) Grand Prize winners will each receive a copy of The Legend of Zelda: The Twilight Princess for the Nintendo GameCube and a Special Limited Edition Zelda T-shirt. Approximate Retail Value (ARV) of Grand prize package is $65.00 each. Second Prizes: One Thousand (1,000) Second Prize winners will each receive a Special Limited Edition Zelda T-shirt ARV: $15.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. All Federal, State, and local taxes associated with the receipt or use of any prizes are the sole responsibility of the winner. Winners will be solely responsible for all shipping, handling, insurance and transportation costs associated with the delivery of any prize. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2005 by Nintendo of America Inc.

TIP #1 LISTEN, LEARN AND REACT

When Kun Lan is laughing at you, the enemies are near. Sometimes the merriment blends into the background, but every little chuckle, chortle, guffaw—even an under-the-breath snicker—is an indication that you have to get your guns at the ready and start scanning. As you rotate, in search of the Heaven Smiles, press B to lock on to the closest enemy. You may have only a few seconds to pivot, aim and fire before the beasts are on top of you.

MATURE 17+ M CONTENT RATED BY ESRB

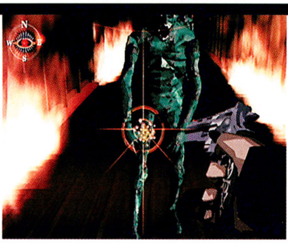
7 KILLER STRATEGIES

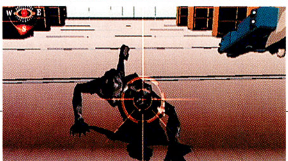
Are **Killer 7**'s cackling cultists and conspiracies driving you crazy? We've got the cure.

By George Sinfield

©grasshopper manufacture Inc. 2005, ©CAPCOM CO., LTD. 2005, ©CAPCOM U.S.A., INC. 2005 ALL RIGHTS RESERVED.

CAPCOM has given players a lot to chew on with the psychotic imagery, twisted plotlines and unconventional gameplay of its assassination thriller. Although we can't explain exactly who Harman Smith is or begin to straighten out the nuances of the game's sometimes nonsensical story, these seven tips can help you reach the game's bloody conclusion. You should also consult with Iwazaru in Harman's room. He's tough to talk to, but he has good advice that will get you going.

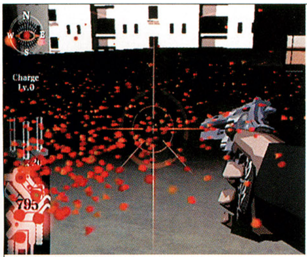




TIP #2 A WEAKNESS FOR GOLD

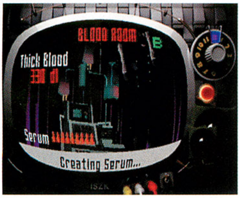
Most beasts show their weak points by bearing golden specks. For a single-shot kill, the gold grouping is where to aim. You may have to destroy the creature's head to expose its weak point, so don't hesitate to start shooting if your scan exposes a sparkle in the creature's neck region. If the vulnerable spot is on the arm or leg, wait until you have a good close shot before you let loose. Some beasts approach at a quick clip. You can slow them down by cutting them off at the knees. Between enemies, be sure to reload with a tap of the C Stick.

Easy target:
If it shimmers, shoot it.



TIP #3 COLLECT BLOOD DONATIONS

If you pump an enemy's torso full of bullets without aiming for its weak points, the creature will eventually fall but its blood will go to waste. Alternatively, if you blast body parts off of the enemy, or hit its soft gilded spot, blood globs will float into the air and fill your reserves. Blood has two benefits: You can use normal blood in vials to recover your character's health, and use the thick blood that accumulates in the status-screen beaker to create character-upgrading serum in Harman's room, on the TV's surgery channel. The vial count tops out at 20 and the beaker fills to one liter. After you've exchanged blood for serum several times over the course of a mission, the surgeon will close shop, not to reopen until the next mission.

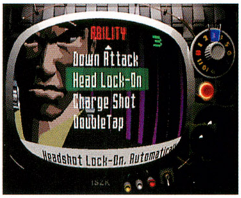


As you pop baddies, the plasma flows. Trade it for serum on the surgery channel.

TIP #4 THE KILLER'S GOT SKILLS

The roster of available characters at the beginning of a mission varies. It pays to build the skills of all of characters by harvesting blood at enemy generators. You can upgrade each version of Smith (except the cleaner, Garcian) in four categories: Power, Speed, Waver and Criticals (Kevin Smith has an Invisibility category instead of a Waver category). When a character's skills reach a set level, that assassin will earn a special ability. All of the characters earn Counter Attack and Down Attack moves, but some abilities, such as Kevin's Shine Sparkling, are unique. Advanced Critical Lock-On abilities are particularly useful for targeting weak points. If the assassin you need is not available, check the TV to see if you can awaken him. You may have to defeat more enemies before the personality will appear.

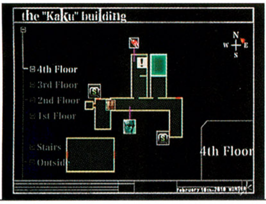
N
W
E
S
Charge Lv.0
x19



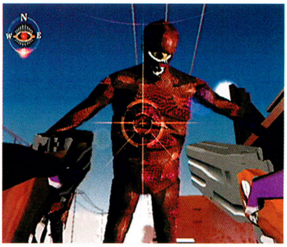
Give a personality skills—he'll develop them into abilities. The lock-on abilities really kill.

TIP #5 NAVIGATION BY DIRECTION

The map displays all of the areas that you've explored and highlights the current sector. It also points out your character's orientation on the compass, and a few important landmarks, such as the locations of Harman's room and unsolved puzzles, but it doesn't pinpoint your character's location. When you happen upon a landmark, look for that landmark on the map to find out where you are. As you move away from the landmark, note the twists and turns in your path and the direction indicators at junctions to keep track of your current location. Also keep in mind that the blue-shaded direction indicators at junctions point to passages that you've already cleared; gray indicators show new routes.

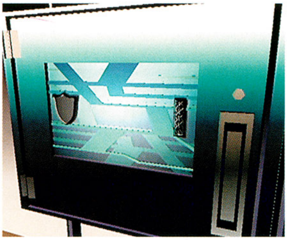


The map shows a lot of stuff, but not your exact location. Use landmarks to triangulate your position.



TIP #6 WIPE THE SMILES FROM THEIR FACES

The members of the Heaven Smiles cult come in many shapes and sizes. Some have obvious weak points. Others are trickier to defeat. As you explore new areas, enemy entries are often added in Iwazaru's corner of Harman's room. The dead man knows his beasts and usually offers good advice on how to defeat them. Some versions of Smith are much better equipped than others when it comes to dispatching enemies. Mask de Smith, for example, is the only one in your party who can overpower a Giant Smile. If Mask is not available, you'll have to fire at the Giant's eye when it's open. Whoever's on your side, be sure to keep him at full health.



TIP #7 PUZZLE LOGIC

The world of Killer 7 is unusual, which makes the proposition of solving puzzles a little daunting. You never know when something is just not going to make sense. What, for example, are all of those odd engravings, and why do they open passages? Nobody knows! Luckily, there's that creepy guitar sound that plays whenever you reach an unsolved puzzle and, on Normal difficulty, the map marks puzzles with icons of the characters you need to solve them.

Why do you have to pull out Ulmeyda's photo to get into the drug store? Don't ask us!

CONTROL THE CHAOS

Killer 7 is nothing if not intense. In addition to the disturbing subject matter and seriously warped story twists, there are some tough battles late in the game. Listen for the laughter, scan often and don't let the crazies get under your skin.

POKéMON
EMERALD VERSION

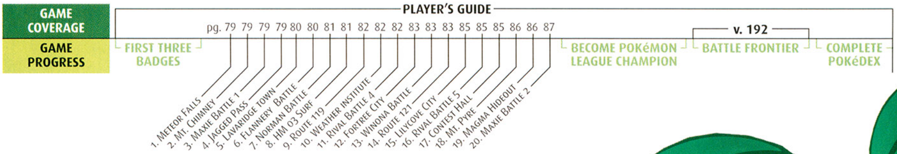
AGB

HOENN HAVOC!

In Pokémon Emerald, Team Magma and Team Aqua are competing to carry out plans that could destroy the world—it's up to you to stop them.

By Chris Shepperd

Gameplay Timeline



GAME COVERAGE
GAME PROGRESS
PLAYER'S GUIDE
pg. 79 79 79 79 80 80 81 81 82 82 82 83 83 83 85 85 85 86 86 87
v. 192
FIRST THREE BADGES
BECOME POKéMON LEAGUE CHAMPION
BATTLE FRONTIER
COMPLETE POKéDEX
1. Meteor Falls
2. Mt. Chimney
3. Maxie Battle 1
4. Jagged Pass
5. Lavaridge Town
6. Flannery Battle
7. Norman Battle
8. HM 03 Surf
9. Route 119
10. Weather Institute
11. Rival Battle 4
12. Fortree City
13. Winona Battle
14. Route 121
15. Lilycove City
16. Rival Battle 5
17. Contest Hall
18. Mt. Pyre
19. Magma Hideout
20. Maxie Battle 2

UP UNTIL THIS POINT, your dreams of becoming the Pokémon League Champion have been pretty straightforward—you've bustled from town to town, challenging Gym Leaders and collecting badges. But now a new kind of challenge is at hand. As you make your way around Hoenn, you're beginning to notice some strange behavior from the local hooligans. Upon reaching Fallarbor Town, you discover that Professor Cozmo, an esteemed geology researcher, has left for Meteor Falls with Team Magma. It's time to follow them and see what they're up to.

EVERYONE
E
CONTENT RATED BY
ESRB

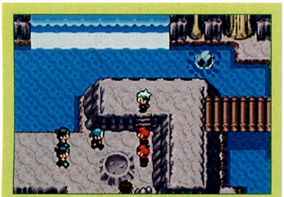
©2005 Pokémon. ©1995-2005 Nintendo/Creatures Inc./GAME FREAK inc.

UNDERGROUND CONSPIRACY

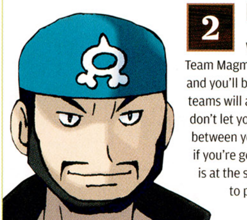
Professor Cozmo has been kidnapped!

1 ABDUCTION AT METEOR FALLS

Enter Meteor Falls to find Professor Cozmo and **Team Magma** discussing the Meteorite they've found. Team Aqua will appear and a squabble will break out. After Team Magma runs off with the Meteorite, you'll learn more about the conflict between the rival gangs. Pursue Team Magma to Mt. Chimney to retrieve the Meteorite.

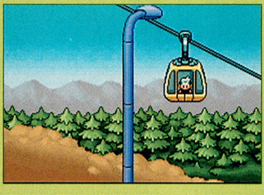


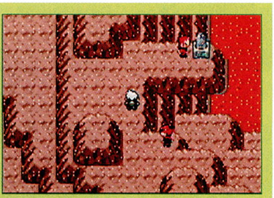
Arrive at the falls just in time to break up Team Magma and Team Aqua's little party.



2 RETURN TO MT. CHIMNEY

When you return to the base of the mountain in pursuit of Team Magma, the gang members blocking your way will have departed, and you'll be able to ride the cable car to the top of Mt. Chimney. The two teams will appear to be engaged in an argument amongst themselves, but don't let your guard down. **Maxie**, the Team Magma leader, stands between you and the Meteorite—you'll have to fight your way through him if you're going to grab it and stop Magma's plans. The Team Aqua leader is at the summit, as well, but he's too occupied with the Magma ruffians to pay you any mind.





Take a ride in the gondola to face Team Magma's enigmatic leader, Maxie.

MAXIE BATTLE 1

Mountain Melee!

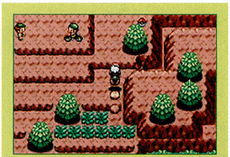
3

Maxie's combination of Flying-, Poison- and Fire-types makes Grass-type Pokémon almost useless; your best bet is to fill your team with Water-type and Electric-type Pokémon. You'll also want to bring along your strongest Fighting-types to make short work of Maxie's tough Mightyena. After you've defeated Maxie, remember to grab the Meteorite on the pedestal nearby.

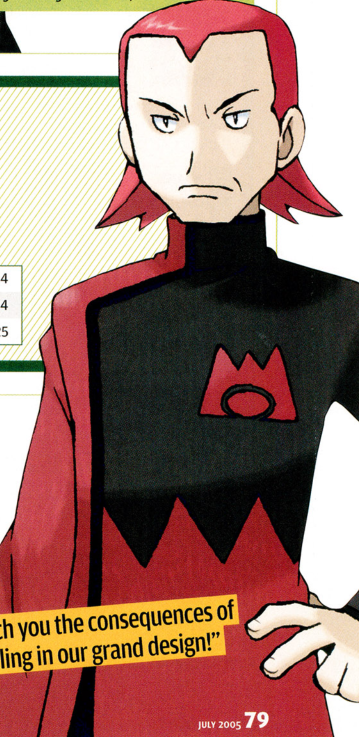
Pokémon		
MIGHTYENA	DRK	LEVEL 24
ZUBAT	PSN FLY	LEVEL 24
CAMERUPT	FIRE GRD	LEVEL 25

4 DOWN MT. CHIMNEY TO LAVARIDGE TOWN

After reclaiming the Meteorite, don't take the cable car back down the mountain. Nestled among Hoenn's peaks is Lavaridge Town, a quiet resort village that features hot springs, an herbal medicine shop and a tough Gym Leader. The only way to get to this corner of the world is by going down Jagged Pass—a rough stretch of land cut into the side of Mt. Chimney. Unless you have the Acro Bike, this is a one-way path to the base of the mountain. Jagged Pass is a good place to build up your Ground- and Rock-type Pokémon—spend some time among the weeds strengthening your team in preparation for your fight with Flannery.



Using the Acro Bike, you can hop back up the rocky paths of Mt. Chimney.



"I'll teach you the consequences of meddling in our grand design!"

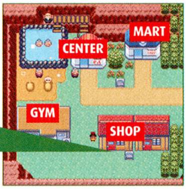
TWO MORE BADGES

Defeat your dad and access new areas.

5 LAVARIDGE TOWN

Lavaridge Town is home to Hoenn's only herbal medicine shop. The remedies you buy there are cheap and can heal any status condition, restore health and even revive a Pokémon. The catch is, herbal medicine is very bitter—Pokémon will be upset with you if you feed them bitter things. While you're in Lavaridge Town, speak to the lady next to the hot springs. If you have an open spot in your party, she'll give you a Pokémon Egg to take care of. If you keep it in your party long enough, a Wynaut will hatch.

SHOP	**ENERGYPOWDER**	500
	ENERGY ROOT	800
	HEAL POWDER	450
	REVIVAL HERB	2,800



GYM LEADER FLANNERY BATTLE

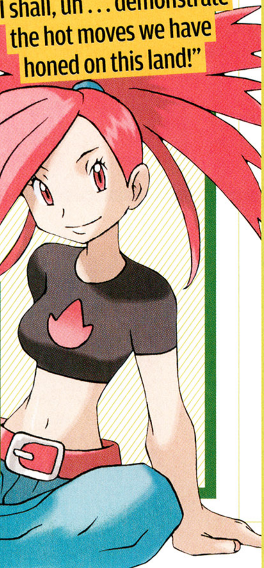
Turn Up the Heat

6

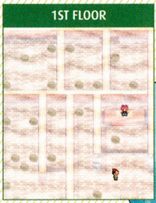
The Lavaridge Town Pokémon Gym is built over hot sand. A steamy haze fills the halls, and Pokémon Trainers leap from the sand to battle. The Trainers and Gym Leader Flannery use Fire-type Pokémon, some of which are dual-types. Water-type Pokémon with moves such as Water Gun and Bubblebeam will douse their Fire-type Pokémon in a snap. When taking on Gym Leader Flannery, watch out for her Torkoal's superpowerful Fire-type move, Overheat. It can make a Pokémon faint in one hit. Bring along plenty of Revives for the battle to avoid getting completely knocked out by such devastating shots.

Pokémon				
NUMEL	FIRE GRD	LEVEL 24	OVERHEAT MAGNITUDE	TAKE DOWN SUNNY DAY
SLUGMA	FIRE	LEVEL 24	OVERHEAT LIGHT SCREEN	SMOG SUNNY DAY
NUMEL	FIRE GRD	LEVEL 26	OVERHEAT SUNNY DAY	TAKE DOWN ATTRACT
TORKOAL	FIRE	LEVEL 29	OVERHEAT BODY SLAM	SUNNY DAY ATTRACT

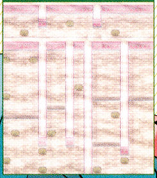
> "I shall, uh . . . demonstrate the hot moves we have honed on this land!"



1ST FLOOR



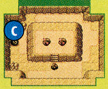
2ND FLOOR



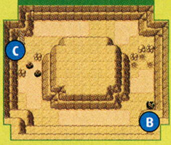
Mirage Tower

After you defeat Flannery, your rival meets you outside Lavaridge Gym. Impressed with your progress, your rival supplies you with the Go-Goggles—eyewear that allows you to walk into the desert along Route 111. Be careful crossing the desert—the combination of tough Pokémon and a raging sandstorm makes passage difficult. Keep an eye out for Mirage Tower, a monolith that occasionally shows up in the middle of the wasteland. With the aid of the Mach Bike to traverse crumbling floor sections, and a Pokémon versed in Rock Smash to break boulders, you can climb to the top of the tower. Your ascent will be rewarded by your choice of fossils. When you select the fossil you want to keep, the other fossil will disappear for good, or so it would seem. The scientists at the Devon Corporation HQ in Rustboro City will be able to extract DNA from the fossil you selected and create a Pokémon from it. If you kept the Claw Fossil, the scientists will hand you an Anorith; the Root Fossil will produce a Lileep.

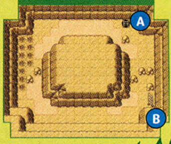
4TH FLOOR



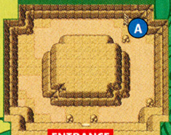
3RD FLOOR



2ND FLOOR



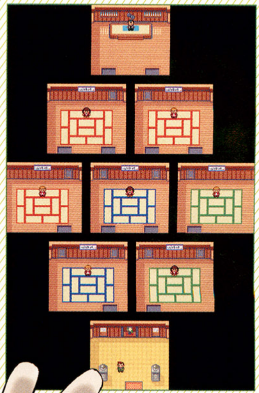
1ST FLOOR



ENTRANCE

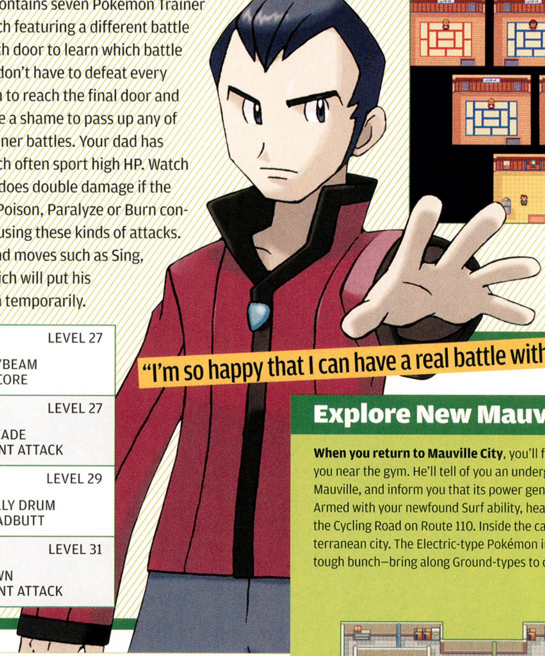
GYM LEADER NORMAN BATTLE

Father Issues



7

After you leave Lavaridge Town, return to Petalburg City and challenge your dad, Norman. Be warned: you may be kin, but he has no intention of going easy on you. The Petalburg City Gym contains seven Pokémon Trainer rooms, each featuring a different battle aspect. Read the sign on each door to learn which battle aspect you'll be facing. You don't have to defeat every Pokémon Trainer in the Gym to reach the final door and face Norman, but it would be a shame to pass up any of the experience-building Trainer battles. Your dad has Normal-type Pokémon, which often sport high HP. Watch out for the Facade move—it does double damage if the Pokémon who uses it has a Poison, Paralyze or Burn condition, so think twice about using these kinds of attacks. Use Fighting-type attacks and moves such as Sing, Attract or Sleep Powder, which will put his Pokémon out of commission temporarily.



Pokémon				
SPINDA	NRM	LEVEL 27	TEETER DANCE FACADE	PSYBEAM ENCORE
VIGOROTH	NRM	LEVEL 27	SLASH ENCORE	FACADE FAINT ATTACK
LINOONE	NRM	LEVEL 29	SLASH FACADE	BELLY DRUM HEADBUTT
SLAKING	NRM	LEVEL 31	COUNTER FACADE	YAWN FAINT ATTACK

> "I'm so happy that I can have a real battle with my own child."

8

HM 03 (SURF)

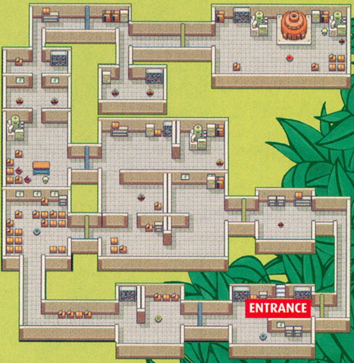
Once you have defeated Norman, Wally's parents will meet you in front of the Petalburg City Gym. They will take you back to their house and give you HM 03 (Surf), which lets you navigate the open seas on the backs of Pokémon.

Obtained the HM03!

At least one Pokémon in your party needs to learn Surf before you can cross bodies of water. You can use HMs to teach moves as many times as you like, so don't worry about making the wrong decision about who learns Surf.

Explore New Mauville

When you return to Mauville City, you'll find Wattson waiting for you near the gym. He'll tell of you an underground city called New Mauville, and inform you that its power generator is out of control. Armed with your newfound Surf ability, head to a cave underneath the Cycling Road on Route 110. Inside the cave, you will find the subterranean city. The Electric-type Pokémon in New Mauville are a tough bunch—bring along Ground-types to counter their attacks.

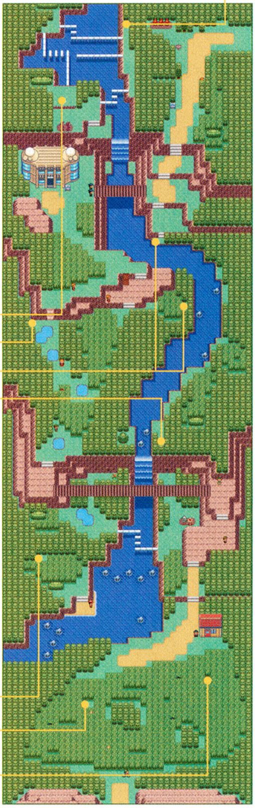


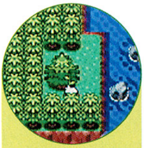
CLOUDY

With a chance of combat

9 ROUTE 119 TO THE WEATHER INSTITUTE

Head east out of Mauville and surf across the small waterway. Then head north into the long grass off Route 119. Many of the Trainers along this route carry Bug-type Pokémon—Ground-type Pokémon will come in handy against them. Also, to explore the route fully, you'll have to cross the river via both Surf and the Acro Bike—be sure to find all the items along the way.





There are a lot of places to open up your Secret Base along Route 119, both in rock walls and in trees.

10 WEATHER INSTITUTE

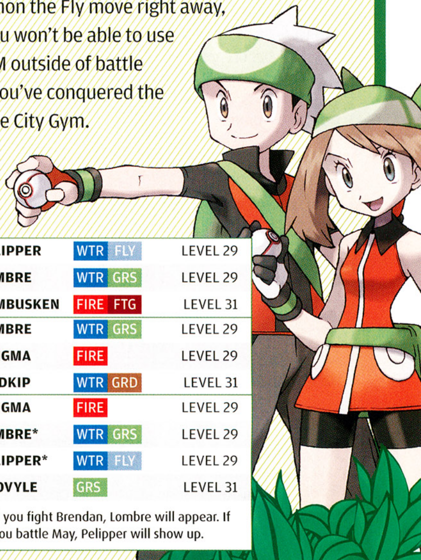
When you investigate the Weather Institute, you'll discover Team Aqua members stirring up trouble. Defeat the thugs to liberate the scientists being held hostage. The scientists in the Weather Institute are researching ways to harness the power of rain—they have created a Pokémon that they claim can change according to the weather. Team Magma or Team Aqua has caught wind of the Weather Institute's studies and is plotting to capture the Pokémon. To thank you for your help in chasing away the gang members, the professor will give you the Pokémon Castform. Castform is a Normal-type, but its Forecast ability makes it change type depending on the weather: bright sun will make it a Fire-type, rain will turn it into a Water-type, and hail will make it an Ice-type.

RIVAL BATTLE 4

An Old Friend

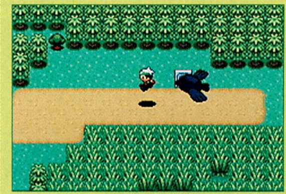
11

After you've taken care of the incidents in the Weather Institute, the thugs blocking the bridge will be gone and you'll be free to cross the bridge to the east. As you turn to head up toward Fortree City, your rival will once again meet you. Battle your rival to earn HM 02 (Fly). Build up Electric-types before the encounter—not only are they effective against your rival's many Water- and Flying-types, but they will be useful when you take on the Fortree City Gym Leader. You can teach a Pokémon the Fly move right away, but you won't be able to use the HM outside of battle until you've conquered the Fortree City Gym.



Treecko	**PELIPPER**	WTR FLY	LEVEL 29
	LOMBRE	WTR GRS	LEVEL 29
	COMBUSKEN	FIRE FTG	LEVEL 31
Torchic	**LOMBRE**	WTR GRS	LEVEL 29
	SLUGMA	FIRE	LEVEL 29
	MUDKIP	WTR GRD	LEVEL 31
Mudkip	**SLUGMA**	FIRE	LEVEL 29
	LOMBRE*	WTR GRS	LEVEL 29
	PELIPPER*	WTR FLY	LEVEL 29
	GROVYLE	GRS	LEVEL 31

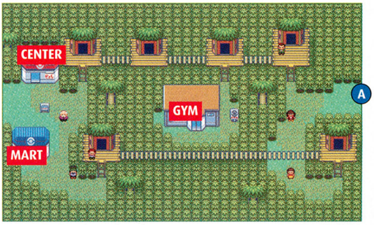
* If you fight Brendan, Lombre will appear. If you battle May, Pelipper will show up.



With Fly (HM 02) and the Feather Badge, you can fly to any city that you've already visited. It's perfect for times when your party is worn down and a long way from the nearest town.

HIDDEN IN BROAD DAYLIGHT

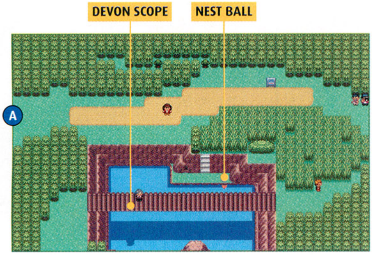
The Devon Scope and Kecleon

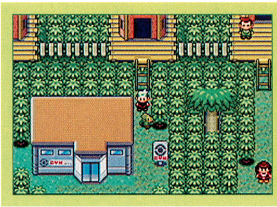


12

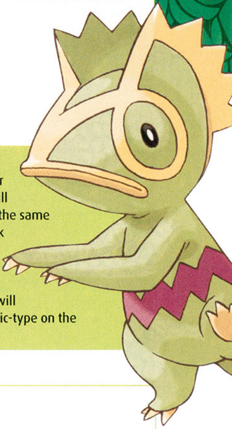
FORTREE CITY AND ROUTE 120

The denizens of Fortree City have taken up residence high among the trees. Fortree City features a shop that specializes in furniture for your Secret Base; when you purchase one of the pieces, it will be delivered to your Secret Base, free of charge. You won't be able to access the Fortree City Gym right away—an invisible force is blocking the path. Head east out of town to find out why. Locate your friend Steven on the first bridge of Route 120—he will give you the Devon Scope, which allows you to see invisible things such as the Pokémon Kecleon. Battle the Kecleon on the bridge, then head back to the Fortree City Gym, where you'll see the Pokémon blocking your path to the gym.





When Kecleon is attacked, its Color Change ability will make it become the same type as the attack that hit it. For example, if Kecleon is hit with Thunder, it will become an Electric-type on the next turn.



GYM LEADER WINONA BATTLE

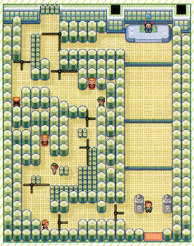
Up in the Air

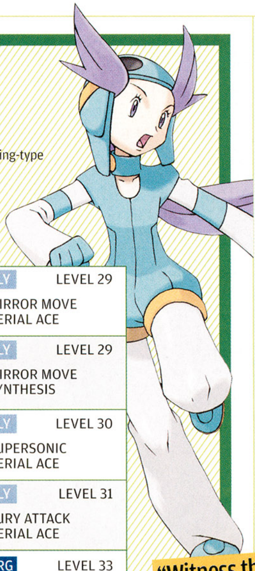
13

The Trainers of the Fortree City Gym favor the Flying-type Pokémon that live in the nearby trees. Navigate the revolving doors and defeat the Gym's four Trainers to face Gym Leader Winona. Ice-, Electric- and Rock-type Pokémon are powerful against Winona's Flying-types—her Pokémon don't stand a chance against attacks like Rock Throw and Rollout (both Rock-types). When you defeated Gym Leader Wattson, he gave you TM 34 (Shock Wave)—it can be an effective weapon against Winona's Pokémon.

Pokémon

SWABLU	NRM FLY	LEVEL 29	PERISH SONG SAFEGUARD	MIRROR MOVE AERIAL ACE
TROPIUS	GRS FLY	LEVEL 29	SUNNY DAY SOLARBEAM	MIRROR MOVE SYNTHESIS
PELIPPER	WTR FLY	LEVEL 30	WATER GUN PROTECT	SUPERSONIC AERIAL ACE
SKARMORY	STL FLY	LEVEL 31	SAND-ATTACK STEEL WING	FURY ATTACK AERIAL ACE
ALTARIA	PSY DRG	LEVEL 33	EARTHQUAKE DRAGON DANCE	DRAGONBREATH AERIAL ACE

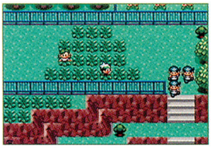




14

LISTEN CLOSELY

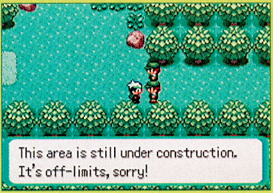
Near the dock on Route 121, you'll overhear several Team Aqua members discussing plans. Listen as they talk about Mt. Pyre, then follow them as they head south toward the water-surrounded mountain. Before you head up the mountain, pop into Lilycove City to refresh and stock up on supplies.



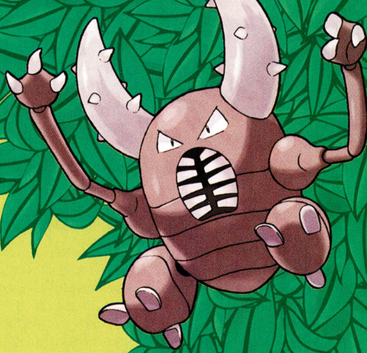
"Witness the elegant choreography of BIRD POKéMON and I!"

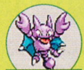
The Safari Zone

The Safari Zone contains many hard-to-find Pokémon such as Pikachu, Heracross and Psyduck. For ₽500, attendants will give you 30 Safari Balls and send you out into the Safari Zone to hunt. After you've used up all of your Safari Balls or you have taken 500 steps, you will be forced to leave. Once you become the Pokémon League Champion, two new eastern areas of the Safari Zone open to you. (Professor Birch will update your Pokédex to the National Pokédex.) The eastern side of the Safari Zone will also be open for collecting wild Pokémon from the Johto region. The Pokémon you find in the new section are extraordinarily rare—in fact, you won't be able to catch them anywhere else in Hoenn.

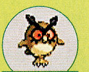


This area is still under construction. It's off-limits, sorry!

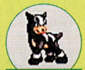




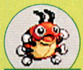
Gligar



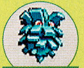
Hoothoot



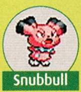
Houndour



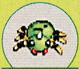
Ledyba



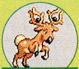
Pineco



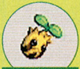
Snubbull



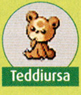
Spinarak



Stantler

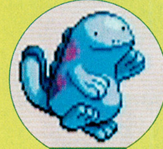


Sunkern



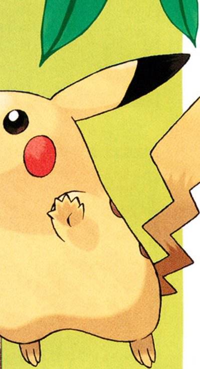
Teddiursa

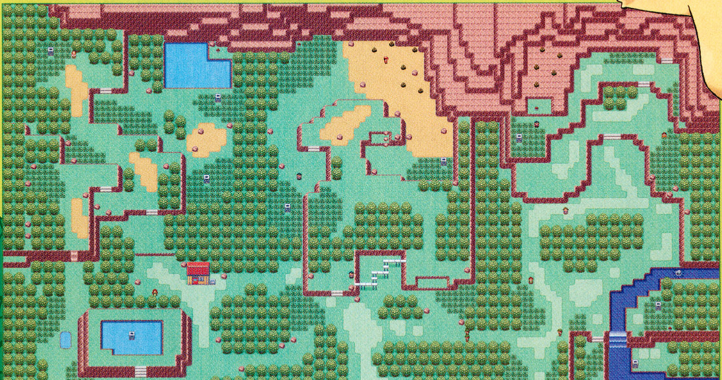
While in the Safari Zone, stand in the tall grass and turn without taking a step to stay as long as you want.

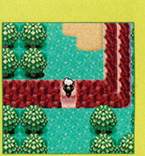


Quagsire

Surf in the deep river in the Safari Zone for your chance to catch the elusive Quagsire.







You'll need to alternate between the Mach Bike and the Acro Bike to reach some of the Safari Zone's areas. Certain rare Pokémon appear only in specific patches of grass, so search thoroughly.

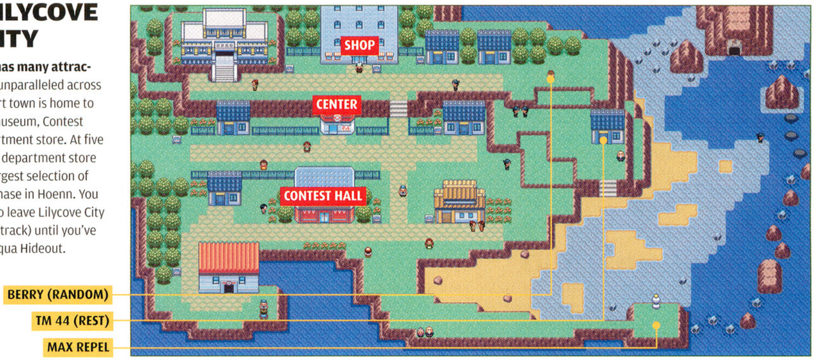
THE CITY BY THE SEA

There is plenty to do in Lilycove City.

15

LILYCOVE CITY

Lilycove City has many attractions that are unparalleled across Hoenn. The port town is home to Hoenn's only museum, Contest Hall, and department store. At five stories tall, the department store features the largest selection of goods for purchase in Hoenn. You won't be able to leave Lilycove City (except to backtrack) until you've explored the Aqua Hideout.



RIVAL BATTLE 5

Rival Battle!

16

As you make your way to the Lilycove Museum, your rival will stop you to have a quick battle. Be sure to include an Electric-type Pokémon in your party to counteract the number of Water- and Flying-types your rival is likely to bring. You should also have a few Water-types and Flying-types, yourself—they'll take care of the Fire- and Grass-types, respectively, that your rival brings along.

Treecko	**TROPIUS**	GRS	FLY	LEVEL 31
	PELIPPER	WTR	FLY	LEVEL 32
	LUDICOLO	WTR	GRS	LEVEL 32
	COMBUSKEN	FIRE	FTG	LEVEL 34
Torchic	**TROPIUS**	GRS	FLY	LEVEL 31
	LUDICOLO	WTR	GRS	LEVEL 32
	SLUGMA	FIRE		LEVEL 32
	MARSHTOMP	WTR	GRD	LEVEL 34
Mudkip	**TROPIUS**	GRS	FLY	LEVEL 31
	SLUGMA	FIRE		LEVEL 32
	PELIPPER	WTR	FLY	LEVEL 32
	GROVYLE	GRS		LEVEL 34

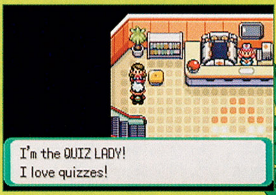
17

BLOCK PARTY

Lilycove's Contest Hall is the only place in Hoenn where you can blend berries without linking up with another Trainer. Simply find an open spot around one of the tables in the lobby to begin blending with one of the locals. Each table has a different number of people waiting—choose the table that best suits your needs.

Three Ladies of Lilycove

You can find one of three ladies inside the Pokémon Center in Lilycove City. The Contest Lady wants to enter the Pokémon Contest—give her PokéBlocks that will help her Pokémon win. The Quiz Lady will ask you a multiple-choice question and reward you with a prize for answering correctly. The last of the three ladies is the Favor Lady. She'll ask for something with a general description—if you offer her the right item, she will give you a reward, as well. For all three ladies to appear, you must exchange records with other Trainers.



I'm the QUIZ LADY!
I love quizzes!

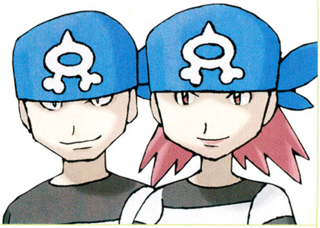
STOP TEAM MAGMA

Locate the Magma Hideout and stop Maxie's plans.

18 MT. PYRE

Mt. Pyre is a solemn place where Trainers can visit to pay respects to dearly departed Pokémon. However, you'll find the giant peak brimming with life—Team Aqua and Team Magma have both ascended the mountain. You'll just miss the two teams stealing the Blue and Red Orbs—the couple assigned to protect the orbs will give you the Magma Emblem to help you retrieve the Blue Orb from Team Magma.

Obtained the MAGMA EMBLEM!



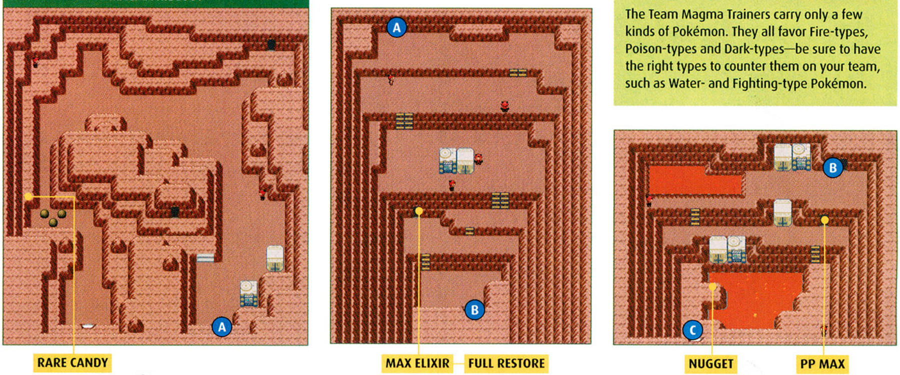
19 MAGMA HIDEOUT

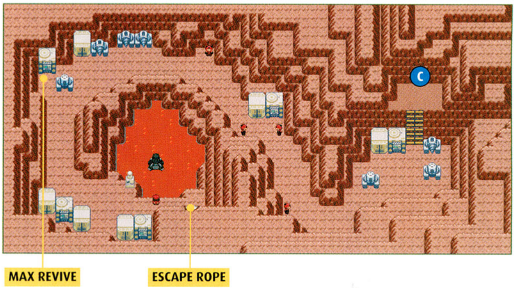
With the Magma Emblem in hand, head back to the slopes of Mt. Chimney. Halfway up the side of the mountain, the Magma Emblem's presence will cause a boulder to rumble and reveal the entrance to the Magma Hideout. You'll encounter plenty of Team Magma thugs as you wind your way into the mountain. The path that takes you to Maxie is indicated below with letters. Items that are available by using alternate paths are called out from the doorway to the room. Magma Hideout is large and complex—many of the doors lead to eventual dead ends, but they do contain a lot of experience-giving Trainer battles. The map below shows the quickest way to Maxie and Groudon.

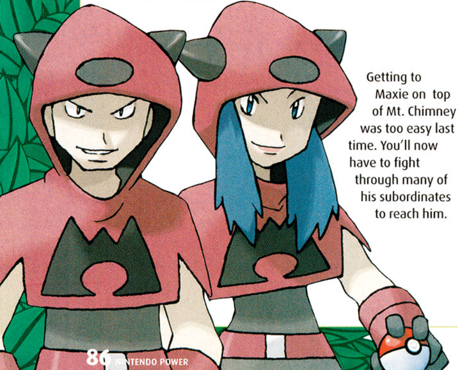
MAGMA ADMIN TABITHA would like to battle!

The Team Magma Trainers carry only a few kinds of Pokémon. They all favor Fire-types, Poison-types and Dark-types—be sure to have the right types to counter them on your team, such as Water- and Fighting-type Pokémon.

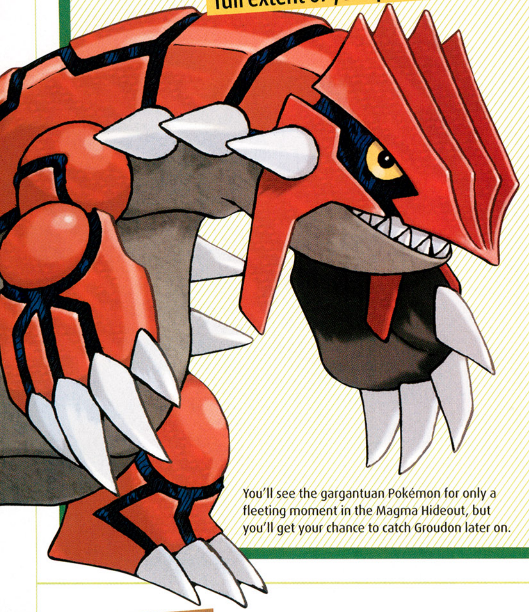
MAGMA HIDEOUT







Getting to Maxie on top of Mt. Chimney was too easy last time. You'll now have to fight through many of his subordinates to reach him.


"GROUDON . . . Show me the full extent of your power!"

You'll see the gargantuan Pokémon for only a fleeting moment in the Magma Hideout, but you'll get your chance to catch Groudon later on.

MAXIE BATTLE 2

Groudon Gets Away

20

At Mt. Chimney's lava-filled core, you'll watch Maxie awaken Groudon with the Blue Orb. When Groudon escapes, Maxie will blame you for your meddling. Team Magma tried to wake Groudon up and control it by using the Blue Orb. But Groudon left and you have to fight with Maxie. After you win the battle, Maxie and his team members will go to find Groudon. Maxie's party hasn't changed much since the last time you encountered him on Mt. Chimney's peak—the only difference is that his Zubat has evolved into a Crobat. Several of Maxie's Pokémon can inflict a Confuse condition on your Pokémon through various attacks—have your party hold Persim Berries to counteract the condition. Because Maxie's Pokémon all have different types, be sure to have a well-rounded team when you face him—no single, powerful Pokémon will be able to take his team down.

Pokémon		
MIGHTYENA	DRK	LEVEL 37
CROBAT	PSN FLY	LEVEL 38
CAMERUPT	FIRE GRD	LEVEL 39

With Team Magma's plans in check and Groudon on the loose, it's time to turn your attention toward Team Aqua and its diabolical plans. You last saw Team Aqua as it was heading east across the ocean. Your next step is to return to Lilycove City and pick up the team's trail. But remember, you still have an obligation to become Pokémon League Champion—never forget the promises you made to your parents and Professor Birch.

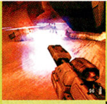
The Future's So Bright

>TIMESPLITTERS: FUTURE PERFECT

Unlock cheats by beating challenges, then activate the codes on the Options screen.

BIG HEADS
Earn a medal in the Outbreak Hotel League Challenge

CASCADE
Earn a medal in the Zone Control League Challenge



FAT CHARACTERS
Earn a medal in the Commuting Will Kill You League Challenge

ALL CHARACTERS CLOAKED
Earn a medal in the Queen of Harts Challenge

OLD FILM
Earn a medal in the I Like Dead People League Challenge

HUMAN GUN SOUNDS
Earn a medal in the The Cat's Out of the Bag Challenge

SLOW-MOTION DEATH
Earn a medal in the Rockets 101 League Challenge

MONKEY GUN
Earn a medal in the Electro Chimp Discomatic Challenge

ROTATING HEADS
Earn a medal in the Brain Drain Challenge

8-BIT
Earn a medal in the Screw Loose League Challenge

CARDBOARD CHARACTERS
Earn a medal in the Hart Attack Challenge

SMALL HEADS
Earn a medal in the A Pox of Mox League Challenge

PAINTBALL
Earn a medal in the Absolutely Potty League Challenge

I'm calling the Pik-police! This is flower cruelty!

Flower Power

>PIKMIN 2

Harass the Pikmin on the start screen by tapping the following buttons.

X
Makes a Bulborb walk in. Control it with the C STICK and eat Pikmin with Z.

Y
Sends in a Flint Beatle. Control it with the C STICK.

R
Makes the Pikmin spell out 'Nintendo'.

L
Reverts everything back to normal (except for any eaten Pikmin).

Jedi Mind Tricks

>LEGO *STAR WARS*: THE VIDEO GAME

Pause during the game and enter any of the following codes.

More-powerful blasters

↓ ↓ ← ← ↓ L

Play as a battle droid

START START ← ↓ ↓ ↓ ↓ →

Play as a droid on a hoversled

START START ↓ ↑ ↓ ↑ ↓ ↑

Play as a droideka

START START ↓ → ← ↓ → ←

Play as a Gungan

START START ↓ ← → ↓ ← →

Play as a repair droid

START START ↑ ↑ ↑ ↓ ↓ ↓

View all the cut-scenes

↓ ↑ R L R R R ↓ ↓
↑ ↓ ↓ SELECT

See Yoda quotes

↓ L R SELECT

Temporary speed increase

→ → ↓ ↑ → L

Play as a winged Geonosian

START START → ↓ → ↓ ← ↑

Play as C-3PO

START START ← ↓ → ↑ → →

Play as General Grievous

START START ↓ ↓ ↓ ↓ ↓ ↓

Play as R2-D2

START START ↑ ↑

Play as R4-P17

START START ↑ ↓ ↓ ↓

Random coins appear

L L L → ← R R R

Sheep mode

L R L ↓ ↑ R R → ←
↓ ← ← SELECT

Repair robot appears

↓ ↓ ↓ ↓ L → ↓ →
L

Sweet Science

>FIGHT NIGHT: ROUND 2

UNLOCK ALL VENUES

Select the Game Modes menu, then **tap Left 16 times** on the Control Stick or Control Pad. A bell will ring indicating successful entry. You'll have to re-enter the code every time you start up the game.

TINY BOXERS

On the Venue Selection screen, **tap Up 11 times** on the Control Stick or Control Pad. The boxers will be tiny only for the upcoming fight.

Easy Street Cheats

>NFL STREET 2

Go to the cheat menu and press **Z** to access the cheat input screen. Then return to the Cheat menu to toggle the codes on and off. The cheats work only in Quick Game Mode.

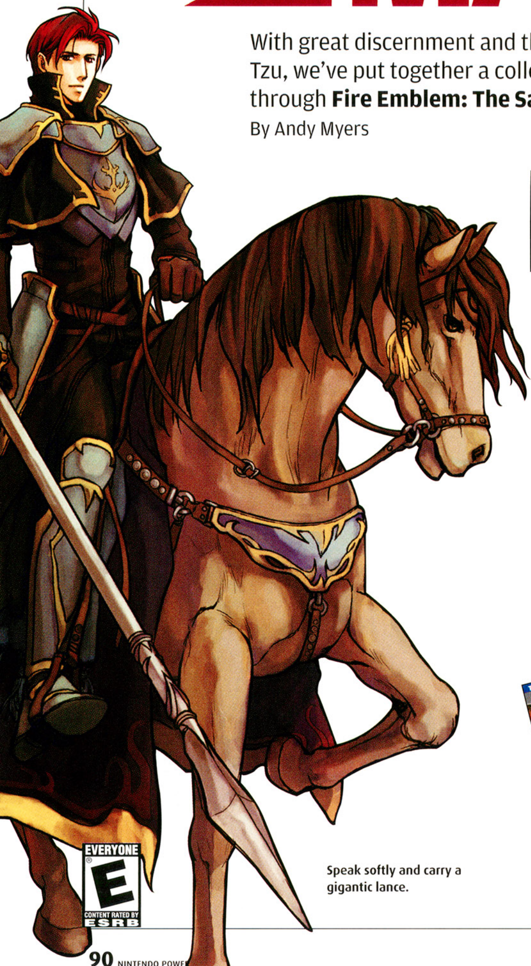
N-o-C-h-a-i-n-s	No First Downs
M-a-g-n-e-t-H-a-n-d-s	Maximum Catching Ability
G-l-u-e-H-a-n-d-s	No Fumbles
N-o-z-B-o-o-s-t	Unlimited Turbo
B-I-G-S-m-a-s-h	Gargantuan Players
G-r-e-a-s-e-d-P-i-g	Opponent Fumbles a lot

©2004-2005 Nintendo/INTELLIGENT SYSTEMS

MASTERING MAGVEL

With great discernment and the help of legendary war tactician Sun Tzu, we've put together a collection of the most useful tips for getting through **Fire Emblem: The Sacred Stones** in one piece.

By Andy Myers



Speak softly and carry a gigantic lance.

EVERYONE
E
CONTENT RATED BY ESRB

Although Fire Emblem: The Sacred Stones is technically a sequel to 2003's Fire Emblem, it is part of a deeper history for Japanese gamers. In its home country, the Fire Emblem series spans nine games across four platforms. Despite its legacy, every game in the series takes place in a unique world filled with all-new characters. Sacred Stones is no exception—it introduces us to Ephraim and Eirika, the twins of Renais, on a journey to save the continent of Magvel from a great evil.

SHAMELESS PLUG FOR THE PLAYER'S GUIDE

The next great American novel has finally arrived. The official Nintendo Player's Guide for Fire Emblem: The Sacred Stones meticulously covers every aspect of the game, including strategy for the Tower of Valni and Lagdou Ruins.

Visit www.nintendopower.com/guides/fe to make what may be the most important purchase of your life.

SUN TZU SAYS:

"The art of war is of vital importance. Buy the Official Nintendo Player's Guide!"

⚜ The Art of War

War is tricky business—even small tactical decisions can have big consequences. Follow the advice below to avoid losing troops unnecessarily.

⚜ THE GOLDEN RULE

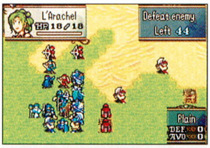
Enemies will always go after the weakest unit within range. Remembering this rule will save you many a headache. However, it does not mean that foes will move blindly toward weak units outside of their movement range. Groups of enemies will enact strategies that you'll need to pick up on in order to survive.

⚜ WATCH EACH OTHER'S BACKS

Use the predictability of enemy units to your advantage, and don't be caught off guard. When moving and attacking with your troops, making sure units will survive the next phase of battle is of great importance. Study the surrounding enemies, always check their attack ranges, and don't hesitate to rescue an endangered ally.

⚜ TACTICAL ADVANTAGES

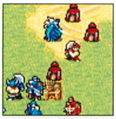
Before you charge blindly into battle, spend some time studying your enemy and thinking about where and how to position your troops. A good rule of thumb is to keep your strongest units on the front line, while low-level units, such as healers and archers, take up the rear flank.



When dealing with a large group of enemies, let your more resilient units handle the frontline.

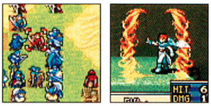
⚜ BE ONE WITH THE ENVIRONMENT

Check the different types of terrain on the battlefield—they can help or hinder you and your enemy. Be the first to secure forts, especially on maps where enemy reinforcements continue to spawn. When your party is moving across forest, sand or mountain terrain, plan for some serious slowdown.



Units resting on forts will gain health at the end of every turn.

⚜ FIRE FROM A DISTANCE



Units capable of long-range attacks tend to be more vulnerable to direct fire. Use archers and magic wielders to pick off enemy units that do not have long-range abilities and therefore cannot counterattack. And remember that archers cannot attack from an adjacent space—go after the enemy archers with short-range attackers to avoid a counterattack.

⚜ DEALING WITH A DIFFICULT BOSS

On most maps, the boss will stay put, giving you a breather after you defeat the other enemies. Use the boss's stubbornness by healing all of your units and clustering them together to trigger support conversations. Once you're ready, devise a strategy and move in on the boss.

Man, you can't do anything without me, can you! And stop crying!

While the boss waits for you to approach, use the break in the action to heal units, trigger support conversations and visit arenas.

⚜ THE WEAK WILL BECOME STRONG

After Chapter 8, you'll unlock the Tower of Valni—a great place to level up your weaker units. Send in Ewan, Amelia and Ross, and retreat when you're good and ready.

Amelia

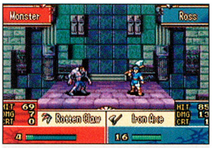
Amelia the Recruit can become the only female Great Knight or General with a little persistence on your part.

Ewan

The sky's the limit for Ewan the Pupil. Level him to make him a great magic-user.

Ross

Ross joins your party as a weak Journeyman but has the potential to become a powerhouse.



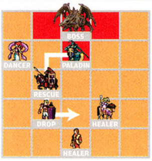
In the Tower of Valni, have a weaker unit land the final blow on an enemy to earn extra experience.

SUN TZU SAYS:

"All warfare is based on deception, especially during boss battles."

Brains over Brawn

Any boss can be bested with some careful planning. After you've cleared the surrounding enemies, have your attacking unit (a Paladin in the case shown here) lead the charge on the boss. After his attack, **have a Great Knight rescue the Paladin and move out of the boss's attack range.** Then have a Hero take the rescued Paladin and drop him off next to a healer, who can then mend the attacker's wounds. This technique will never allow the boss to attack your units except by counterattack. It will work even better with a second healer and a Dancer.



The tricky technique will work only on bosses that don't move. Choose your attacking unit and weapon wisely—some bosses need just one blow to finish you off.

SIX CLASSES
To Party With

Whereas some classes are exclusive to one character, other classes are open to many. We've spotlighted six of the most interesting classes in the game.

Berserker

Dozla will most likely be your party's first Berserker. The Berserkers' axe-wielding ability is unmatched, and their high Defense makes them a great frontline unit. They are vulnerable to swords because they can use only axes, but they will emerge victorious more often than not thanks to their sheer power.

A Berserker's unique ability to move over mountain peaks will prove quite useful on certain maps.

Assassin

Joshua and Marisa are the best choices to take on the title of Assassin. Though their Defense is not the strongest, most enemies will have a hard time hitting them due to their unusually high Speed. They will also strike critical blows often against enemies, inflicting three times the normal damage.

Assassins are best with a Killing Edge in hand. When their special ability is triggered, they'll have a 50% chance at an instant kill.

Rogue

When a Thief changes class to a Rogue, he will retain many of his abilities, but will be more able to withstand enemy attacks. Rogues have great Evasion, making them almost invulnerable against many enemies.

Stole a Guiding Ring

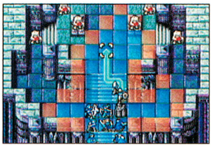
Rogues can steal non-weapon items from an enemy's inventory. They also have a much greater range of vision in fog and darkness than any other class in the game.

Sage

The class of Sage is accessible from four lower classes, and is the best all-around magic-using class in the game. Sages possess the ability to wield Anima tomes, Light tomes and staffs. If leveled up properly, Sages will have the best of both worlds, equipping mighty offensive magic such as Fimbulvetr, as well as healing staffs.

Summoner

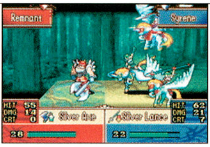
These masters of the dark arts have the ability to summon a Phantom during battle. Though Phantoms are weak, they are disposable, making them useful for drawing an enemy away from your troops. Phantoms can move on the same turn that they are summoned.



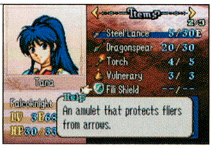
Summoned Phantoms can travel over all terrain without being affected. Though they will not be useful as fighters, they serve as a great distraction to enemy troops.

Falcoknight

A Pegasus Knight can upgrade to a Falcoknight or a Wyvern Knight. Falcoknight is the better choice. With the right party, Falcoknights have the ability to perform a Triangle Attack, which will sometimes kill an enemy instantly. Falcoknights are also useful for taking out flying foes.



A Triangle Attack requires three Pegasus Knights or Falcoknights. To trigger it, have one wait on each side of an enemy, and the third attack the enemy head-on.



An amulet that protects fliers from arrows.

Falcoknights' biggest weakness is to bow attacks. Equip them with a Fili Shield to massively increase their resistance to bows.

SUN TZU SAYS:

"He who knows neither the enemy nor his troops will succumb in every battle. He who uses the Preparations screen properly will prevail."

THREE FOR THE ROAD

Worthy of special mention, these characters will provide invaluable skills to your party.

TETHYS

Tethys is a unique gal. She's the only Dancer in the game. Though she cannot attack, her sweet rug-cutting skills allow other party members to attack twice, making her an invaluable ally. Try boosting her Movement with a Speedwing—she performs better when she can keep up.

SETH

Though it will be tempting to bring out the big gun often, don't overuse Seth. Instead, try stripping him of his weapons to draw in enemies. Sometimes you can use the weaponless hunk to block a corridor while weak units use ranged attacks from behind him to gain experience. Other times he can draw in a recruitable unit without counterattacking, so the appropriate party member can step in and do the recruiting.

MYRRH

You'll automatically recruit Myrrh before Chapter 16, but hold off on using her in battle until your reach Chapter 20—she can lay waste like no other in Darkling Woods. Once her Dragonstone is exhausted, Myrrh will no longer be able to attack.

GOT PROBLEMS?

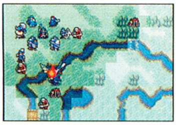
We've Got Answers

Getting burned is par for the course in Fire Emblem. Answers to some frequently asked questions will help you dodge the flames.

1 HOW DO I SURVIVE IN FOG AND DARKNESS?

Light up the place: Bring torches to light up an area temporarily, and bring along a Thief or a Rogue to increase your party's range of vision.

Be patient: If you send a character into the unknown, he can easily become surrounded. Sometimes it's best to let the enemies come to you.



Torches will light up a large area, but the lit radius will decrease a little bit every round.

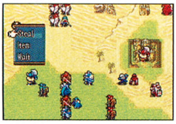
2 HOW DO I FIGHT AGAINST SLEEP AND BERSERK?

Rescue or run: Pesky enemy magic users will attempt to bombard your units with Sleep and Berserk spells. If a unit is asleep and in danger, rescue it. If a unit is hit with Berserk, run like hell until the spell wears off.

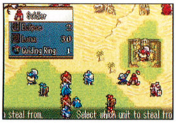
Vive la Résistance: Bring along a bunch of Pure Waters and a Barrier staff to increase your units' Resistance.

3 IS IT OK TO STEAL?

In Sacred Stones, yes: Always have a Thief or Rogue handy to relieve enemies of their burdensome items. You cannot steal weapons, but you can swipe just about anything else. Scan a map before the battle, and use the R Button to check enemies' inventories. Items listed in green will be dropped when the enemy is defeated, but all other items will not.



When stealing is possible, a new option will appear in the battle menu.

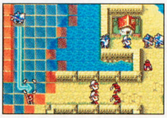


Enemies are so predictable. Keep an eye out for gems, stat-boosting items and class-change items.

4 HOW DO I RECRUIT AMELIA WITHOUT KILLING HER?

Approach with caution: Don't just rush up to recruitable enemy units on the battlefield. They will attack you, often bringing about their own demise. Check their movement range, and don't approach until the time is right.

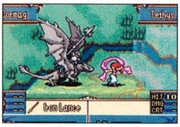
Strip down: Take away your most powerful unit's weapons and use him to draw in the recruit.



Stay out of a recruitable enemy's movement range, or risk killing your potential ally in the process.

5 HOW DO I TRIGGER A UNIT'S SPECIAL SKILL?

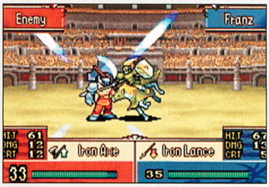
Depends on the unit: Most units will perform their unique skills automatically (how often depends on their experience level). Other units need some incentive.



When Dancers, Summoners and Rogues can perform a special skill, a new battle menu option appears.

6 HOW CAN I MAKE SOME QUICK CASH?

Will work for money: Once you've sold any extraneous items in your inventory, try to find an arena. There aren't very many, and they're accessible only from the battlefield, but they provide an easy way to earn some extra cash without using weapons.



Keep your finger steady on the B Button—arena battles can turn ugly fast. If a unit dies in an arena, he's gone for good.

SUN TZU SAYS:

"He whose army is animated by the same spirit throughout all its ranks will win, and by spirit I mean experience points."

You don't want to be on the business end of this bad boy.

Nintendo
Pokémon USA, Inc.
Bursting with Energy!
Pokémon
Trading Card Game
EX Emerald
In Stores Now!

The newest release explodes into stores with over 90 new cards, legendary Pokémon and all-new holographic basic Energy cards to collect, trade, and play!

6 new holographic basic Energy cards available in select Booster Packs only!

www.pokemon-tcg.com

© 2005 Pokémon. © 1995-2005 Nintendo/Creatures Inc./GAME FREAK inc. TM & ® are trademarks of Nintendo. © 2005 Nintendo.

NEW & IMPROVED

REVIEWS

In-depth reviews of the latest games

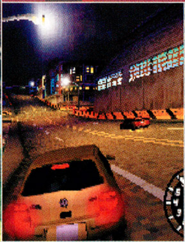
The most controversial game of the year? See why Killer 7 pushes our buttons.

97
Surprise of the month: Digimon World 4 is a dungeon hacker's dream.

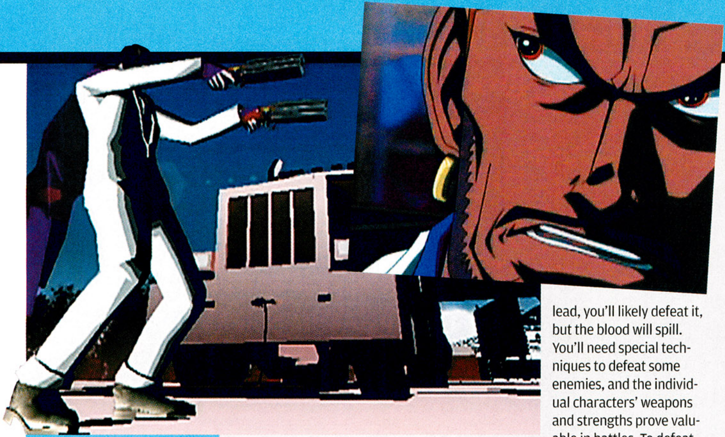
+ 10-point ratings for every release from the last 12 months

REVIEW ARCHIVES BEGIN ON PAGE 102

100
What RPG fans need to know about Fire Emblem: The Sacred Stones.



99
Not going anywhere: A pair of racers sputter at the starting line.



CURIOUSER AND CURIOUSER

SEVENTH HEAVEN

KILLER 7

RATING: 8.5

PLATFORM: NINTENDO GAMECUBE
PUBLISHER: CAPCOM
DEVELOPER: GRASSHOPPER
ESRB: MATURE

It's easy to get caught up in the weirdness of Killer 7. To play Capcom's violent, art-game epic is to give in to the insanity of its wheelchair-bound antihero, Harman Smith—an assassin who can morph into seven player-controlled personalities—and live in a world in which dead associates give you advice and your enemies are invisible, save for their shimmering skin. Everything about the game is purposefully off-key, from its alternate reality, in which airplanes and the Internet have been abolished to curb terrorism, to the restricted movement of its characters. Smith's variations move on rails, making the game less freeform adventure than interactive story—an avalanche of disturbing images, profane language and paranoia-infused plotlines peppered with shooting sequences and simple puzzles. It's a riddle wrapped inside an enigma wrapped inside a video game.

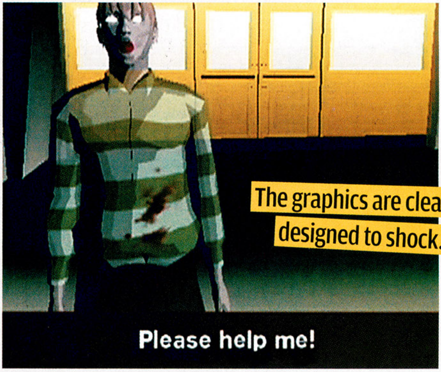
Yet, for all of its shock value and sensory overload, the game begins at a sluggish pace: first, a tutorial on controls, then optional gameplay basics from Iwazaru, Smith's expired valet. Although the leather-clad corpse offers important information, his unintelligible voice (leaving you to read slowly unrolling subtitles) is often grating and his phrasing is repetitive. The game switches into second gear about two hours in. Until then, much of it involves conversations with Iwazaru and two other subtitled information-disseminating dead guys (Smith's first victim, Travis Bell, and tip merchant Yoon-Hyun), a few too-brief first-person perspective gun battles against members of the Heaven Smiles cult, and some lock-and-key puzzles that are so basic you might not even realize you've solved them. At last, a sublime encounter between Smith and a mischievous angel leads to the first of several beautifully crafted anime sequences directed by Habara Nobuyoshi (*D. N.Angel*, *Steam Detectives*), and provides information on world events that triggered the game's story. From there, the action picks up and the puzzles become more engaging.

The game's most conventional sections—incidental enemy battles—are arguably its most successful from a pure gameplay standpoint. Although you can't see enemies with the naked eye, you can scan for them in first-person perspective with a strobe-like device and make out their shapes. If you hit an enemy's weak point, you can exterminate it quickly and collect its blood (which you can use to restore your health and create serum). If you just pump it with lead, you'll likely defeat it, but the blood will spill. You'll need special techniques to defeat some enemies, and the individual characters' weapons and strengths prove valuable in battles. To defeat an enemy that is vulnerable only from behind, for example, you can use rapid-firing Con Smith to hit the beast on one side repeatedly, causing it to spin and open up for a finishing attack. Accumulated serum lets you level up attributes and unlock abilities for each personality. The fighting is often tense and exciting, and the blood-collection game mechanic encourages you to strategize about how you develop your characters.

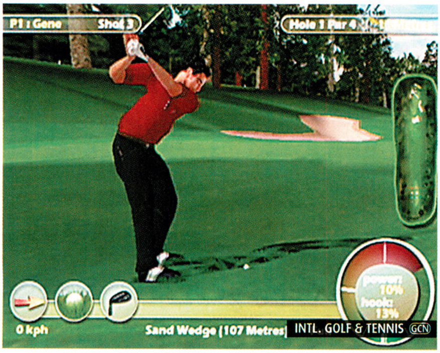
Killer 7's look is stark and cel-shaded, with high contrast and gradient shadows that cut through the scene. The graphics are clearly designed to shock. When you earn a puzzle-solving ring, you don't just collect it. You have to pluck it from a disembodied head named Susie that pops out of a washing machine and other odd places. When you enter Harman's room to manage your characters, you're subjected to the transformations of Harman's aid, Samantha, from the game's dutiful progress saver to an abusive caregiver. Then there's Kurahashi and Akiba, a pair of mutilated madmen who don't let their gunshot-torn faces keep them from delivering speeches on international conspiracies. The brutal imagery, often presented with warped humor (such as in a battle versus a parody of the Power Rangers), is more prevalent than in any Quentin Tarantino or David Lynch movie. In one scene, it rains blood before you wind through a maze of fused-together ambulance interiors to take on an afro-wearing superbeing—odd indeed. Although none of it makes sense, you're nonetheless compelled to see what madness the game's developers will hit you with next.

The sound effects, which range from metallic crunches to the laughter of Smith's rival, Kun Lan, are a well-designed and integral part of the game. The music, too, sets a mood, whether it's smooth jazz or techno.

Killer 7 is a thoroughly designed, well-executed game, but don't expect the same type of playing experience that you get in other action-adventure titles. You have to give yourself up to it and let it take you for a ride through uncharted territory. The pacing and movement restrictions (particularly in areas where the paths take needlessly circuitous routes) will frustrate players who are looking for more conventional play, but for those who stick with it, the experience will be highly rewarding. —GEORGE S.



The graphics are clearly designed to shock.



INTL. GOLF & TENNIS GCN

INTERNATIONAL GOLF AND TENNIS

RATING: 3.0

PLATFORM: **NINTENDO GAMECUBE**
PUBLISHER: **IGNITION**
DEVELOPER: **AQUA PACIFIC**
ESRB : **EVERYONE**

If EA's Tiger Woods PGA Tour games make you feel like a pro on par with Arnold Palmer, the golf portion of Ignition's International Golf and Tennis will make you feel more like celebrity amateur Bob Barker. Generic characters play on three nondescript courses and take an unavoidable tour of the sand traps and water hazards due to unforgiving play control. The swing meter moves so quickly you'd have to be have the reflexes of an insect to avoid a slice or hook. On the tennis side of the dual disc, customizable characters face off on more than a dozen courts, and the play-control frustrations are just as pervasive as they are on the golf side. Serving is simple enough, but returns require perfect timing and positioning. Mario Power Tennis is a much better bet. —**GEORGE S.**

WRITERS' BLOCK

Our new reviews section not only looks different from its previous incarnation; the focus is different, as well. Instead of anonymously written descriptions that give our collective view of a game, each new review is a single person's qualified opinion about the featured title's positives and negatives. The scoring system has also been revamped—we're now using a 10-point score to further separate the duds from the elite.

Give the section a good read and get to know our reviewers. We trust their opinions, and we know that you will, too.

NP KREW, WHAT'S YOUR ALL-TIME FAVORITE GAME ?

STEVEN GRIMM

Ask me down the line, and I bet I'll say the gritty new Zelda game. For now, I'm sticking with The Wind Waker—talk of its "kiddie toon" look was crap. It's the most emotionally expressive game ever made.

ANDY MYERS

Panzer Dragoon Saga for the Sega Saturn gets my vote, followed closely by The Legend of Zelda: Ocarina of Time and Final Fantasy II (FFIV for all you purists).

CHRIS SHEPPERD

I know that not a lot of time has passed since Resident Evil 4 came out, but I have to consider it for my number-one game of all time.

GEORGE SINFIELD

When gameplay is good, you forget that the controller is even there, and you just enjoy being part of the game's world. Super Metroid does that for me.

STEVE THOMASON

Depending on when you ask me, my favorite game of all time is either Lunar: Silver Star Story Complete, The Legend of Zelda: Ocarina of Time or Final Fantasy X.

ADVENTURE AT LAST

DIGIMON EVOLVES

DIGIMON WORLD 4

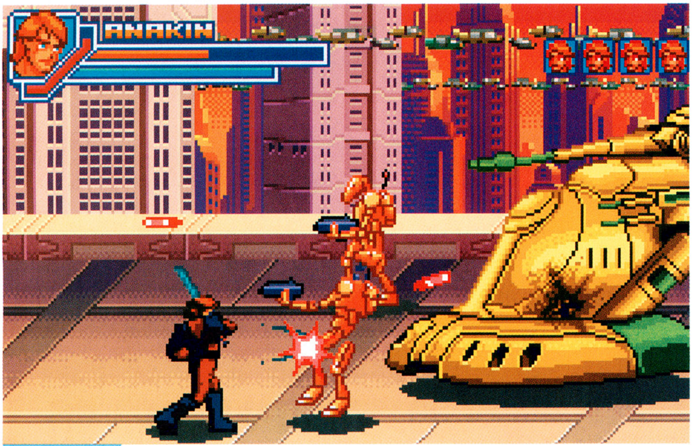
RATING: 7.0

PLATFORM: **NINTENDO GAMECUBE**
PUBLISHER: **BANDAI**
DEVELOPER: **BANDAI**
ESRB: **EVERYONE**

For many, a Digimon video game is a sign that hours of boredom are sure to ensue. Non-Digimon-fans usually stick to non-Digimon games. But don't write this one off too quickly. Digimon World 4, the first in the series to reach the GCN, is also the first that's worth playing. Bandai has strayed far from the Digimon formula, letting players take control of a digital monster in a real-time dungeon-hacking environment. As a virus is spreading quickly through the Digimon World, your character enlists as a D.S.G. (Digital Security Guard) to explore the unknown server and fight the virus. In the tradition of games such as Baldur's Gate and X-Men Legends, DW4 allows one to four players to battle through its dungeons together. The game offers up four playable Digimon—each can be leveled up, and can Digivolve multiple times. It also boasts large environments, unique enemies, a ton of weapons and a fairly complex skill-upgrading system.

But DW4 isn't perfect. As you begin a game, you're thrown into unbalanced battles right off the bat, forcing you to play catch-up for a while. Once you level up your D.S.G. enough to survive for a reasonable amount of time, you'll have to deal with the game's frustrating menu system. Options are limited from the battle menu, requiring you to travel back to the home server to perform necessary tasks (like making found weapons available for use). The game's many shops and labs are spread out haphazardly across the home server, and the further you get in the game, the more you'll rely on accessing their nonintuitive menus. Despite its shortcomings, though, DW4 steers the franchise in a solid new direction. It's massive, it's fun and its multiplayer mode goes beyond that of a game designed strictly to appease Digimon fans. —**ANDY M.**

Not bad, but dungeon hacks have been better.



IT'S VADER TIME

THE FORCE IS STRONG WITH THIS ONE

STAR WARS EPISODE III: REVENGE OF THE SITH

DS RATING: 8.0

GBA RATING: 7.0

PLATFORM: **DS, Game Boy Advance**
PUBLISHER: **Ubisoft**
DEVELOPER: **Ubisoft Montreal**
ESRB: **Everyone 10+**

By the time you read this, *Episode III* will be in theaters and George Lucas will have either redeemed his prequel trilogy with the movie we've all been waiting for or forever broken our hearts with a finale as disappointing as its predecessors. Whatever the outcome, *Star Wars* fans can take solace in the fact that Ubisoft's handheld game based on the film has turned out quite good. Revenge of the Sith for GBA and Nintendo DS lets you play as either Anakin or Obi-Wan as you hack and slash through waves of battle droids, clone troopers and separatist soldiers in a manner reminiscent of classic Konami arcade games like Teenage Mutant Ninja Turtles and X-Men. Of course, Jedi are capable of a few things that even crime-fighting reptiles and intrepid superheroes are not.

Augmenting your basic repertoire of lightsaber attacks are a variety of Force powers unique to each character. Obi-Wan's tend to be more passive—abilities like healing or temporary speed boosts—while Anakin's let you go all Vader on your foes by throwing your saber or subduing them with a Force choke. (The latter has to be an early favorite for the year's best guilty pleasure.) At the end of each stage, you can upgrade these powers, as well as your character's strength, stamina or intuition (the length of his Force meter), allowing you to tailor Anakin or Obi-wan to best suit your personal fighting style. And thanks to some silky-smooth controls, Revenge of the Sith makes you feel like a badass Jedi as few other games have.

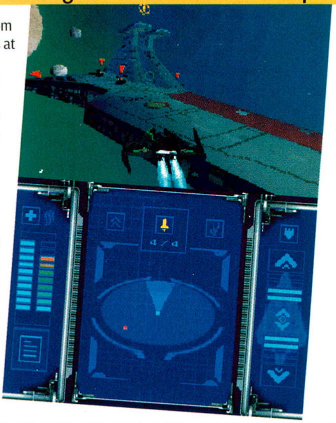
Revenge of the Sith also excels in the audio department. John Williams's score sounds superb, especially in the DS version, and the classic *Star Wars* sound effects still make me feel all warm and fuzzy. Visually, Ubisoft Montreal went with a cartoon-inspired art style; a wise decision, I think, considering the hardware—attempts at realistic graphics rarely turn out well on portables. The character sprites are beautifully animated, and though the game looks essentially the same on both handhelds, I'd still consider it one of the most attractive DS titles on the market (I'm a sucker for hand-drawn graphics).

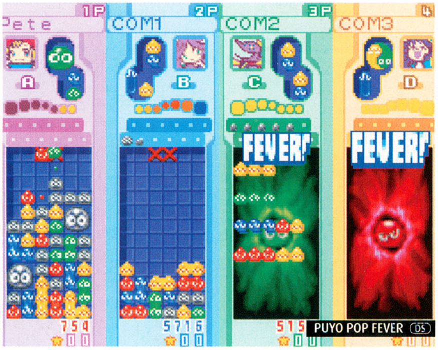
Unfortunately, like most games of this type, Revenge of the Sith is fairly repetitive. Obi-Wan's and Anakin's paths branch early on, but they share many of the same elements, and despite some inspired boss battles, the levels don't differ enough to prevent the combat from becoming monotonous at times. It's still fairly replayable in the same way as its arcade forbearers; I just wish the developers would have experimented with more ways to utilize those cool Force powers.

So why does the DS game score a full point higher than the GBA version? In addition to the superior sound quality, it features 3-D space battles not included in the GBA game. Though some of the space-faring stages integrated into the single-player story mode are a bit underwhelming, four-player wireless dogfights are an absolute blast. You can pilot ships from either the new movies or the original trilogy (including TIE fighters and the *Millennium Falcon*), and the selection of locales ranges from an asteroid field to the surface of Hoth. The somewhat primitive polygonal graphics are nothing to write home about, but the action is fast-paced and impressively smooth. And unlike the rest of the game, the space encounters make more than token use of the DS's capabilities. The bottom screen displays a radar system and the rest of your ship's gauges, and touch sensitivity lets you divert your shields to the front or rear of the craft. Overall, this extra mode is a great addition that justifies the DS version's existence, and is really one of the best multiplayer experiences available on the handheld—many work hours were lost to bring you this information.

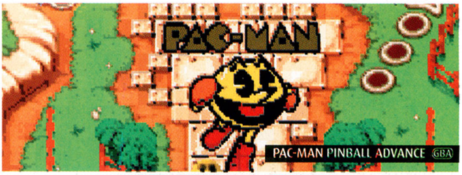
Armed with arguably the most powerful license in the galaxy, Ubisoft easily could have phoned this one in and watched the money pile up. Instead, the company has delivered the best portable game in the franchise to date (it annihilates LEGO Star Wars for the GBA). Impressive. Most impressive. —**Steve T.**

Impressive 3-D space battles separate the the DS game from its GBA counterpart.

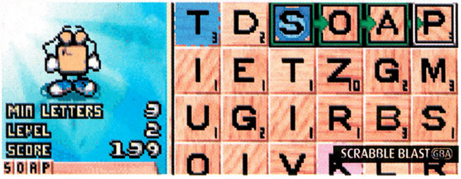




PUYO POP FEVER DS



PAC-MAN PINBALL ADVANCE GBA



SCRABBLE BLAST GBA

SCRABBLE BLAST

RATING: 7.5

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **DESTINATION**
DEVELOPER: **ATARI**
ESRB: **EVERYONE**

Hasbro's classic word-construction puzzler Scrabble makes a successful transition to the GBA by putting Tetris-style tile disappearance into the mix. Every time you complete a word by stringing together tiles, the word's tiles disintegrate, then more fall into the playing field to take their place. A variety of modes adds timers and falling clock icons that bring an end to the game if they reach the bottom of the screen. Two players can link game pak-equipped GBAs or share one GBA between them. A Scrabble tile mascot gives hints in the form of the best word matches available, and scores your performance with a fireworks display at the end (the better the score, the better the show). The title manages to stay true to the original board game but adds enough to justify a GBA adaptation. —**GEORGE S.**

PUYO POP FEVER

RATING: 6.0

PLATFORM: **DS**
PUBLISHER: **ATLUS**
DEVELOPER: **SONIC TEAM**
ESRB: **EVERYONE**

In the increasingly crowded world of DS puzzle games, it's becoming difficult to find a niche. Fortunately for Puyo Pop, it already has a substantial niche audience. But the series seems to have finally met its match in the likes of Polarium and Meteos. Fans of Puyo Pop will probably still flock to this newest installment, but for the rest of us, it just can't compare to the faster, more stylish puzzle games.

Most of the visual gameplay happens on the upper screen; directional strokes on the lower screen move the falling pieces left and right, and a single tap will spin the piece in one direction. The touch screen gestures are an intriguing concept, but the traditional Control Pad and button controls still work better. —**CHRIS S.**

PAC-MAN PINBALL ADVANCE

RATING: 7.0

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **NAMCO**
DEVELOPER: **HUMAN SOFT**
ESRB: **EVERYONE**

Namco's pinball simulation includes all the things you'd expect from a classic Pac-Man game: Pac-dot collecting, eight types of fruit, Power Pellets, ghost chasing and even a truncated story. Unlike the inflated scoring systems in modern pinball machines, Pac-Man Pinball Advance's scoring system stays true to the original arcade game. (Earning exactly 1,600 points for nabbing the fourth blue ghost is still quite fulfilling.) Graphically, PPA looks fantastic, and the multiball mode with Ms. Pac-Man is a hoot. The game's chaotic action works well when playing casually for a high score, but it falls flat when trying to complete objectives and advance to new levels. Sega's Pinball of the Dead for GBA set such a high standard for pinball games to live up to, it's almost unfair. —**ANDY M.**

GROUNDED

TRAFFIC JAM

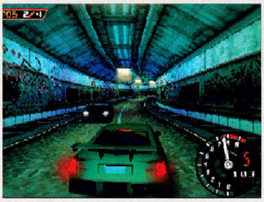
NEED FOR SPEED UNDERGROUND 2

RATING: 6.0

PLATFORM: **DS**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **POCKETEERS/EA CANADA**
ESRB: **EVERYONE**

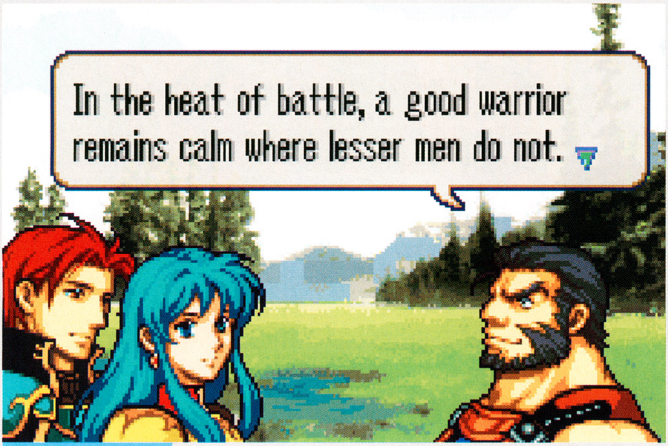
One of the hardest things for a serious gamer to do is complain about how difficult a game is. Before you have the chance to explain yourself, your peers raise their eyebrows, turn on their heels, and snicker as they walk away. But, even they know that sometimes it just isn't your fault. Which brings me to Need for Speed Underground 2—I swear it's not my fault. Despite all the great features that NFSU2 has to offer (see below), it is severely hampered by serious gameplay flaws. You often can't avoid oncoming traffic, either because it appears from a side street or you can't see it coming at you until it's too late. Blind corners and hills lead to even more of these inevitable fender benders.

The accidents wouldn't be so annoying if either you recovered smoothly from them, or the other racers crashed with the same frequency and crashes had the same impact on their performance. Unfortunately, neither is true—the CPU competitors conveniently sidestep upcoming collisions in a way you never could.



NFSU2 has an impressive list of features, however, and they shouldn't be overlooked. The 3-D graphics are among the best that we've seen for the DS—the seamless tracks and realistic car models look incredible, and the ability to design decals for your vehicle via the touch screen is a nice addition. The various racing modes and the plentiful car upgrades fill out the experience, but they don't do more than you'd expect—the one DS-exclusive mode, Own the Zone, is little more than a head-to-head race against the CPU, with the objective to not only win, but to dominate in every part of the track.

With better level design and a more balanced AI, NFSU2 could have commanded a top spot on the list of available DS titles. Instead, the mixture of shame and frustration it instills will make you raise your eyebrows, turn on your heels, and snicker as you walk away. —**CHRIS S.**



In the heat of battle, a good warrior remains calm where lesser men do not.

A TACTICAL MASTERPIECE

CONSUMED BY FIRE

FIRE EMBLEM: THE SACRED STONES

RATING: 9.0

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **NINTENDO**
DEVELOPER: **INTELLIGENT SYSTEMS**
ESRB: **EVERYONE**

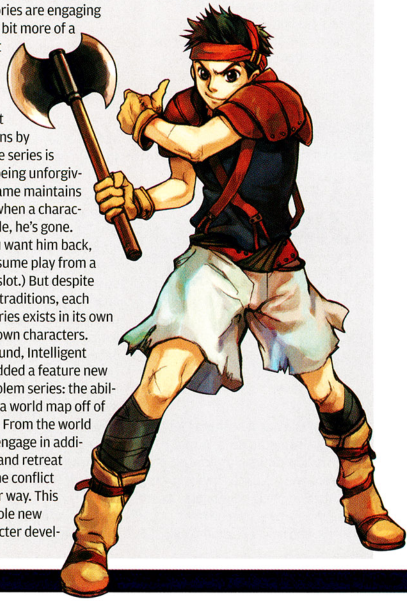
I must begin with a disclaimer: having recently emerged from a deep mental hole in which I was writing the Sacred Stones player's guide, I may have lost some perspective on the wonderful game that is Fire Emblem: The Sacred Stones. I understand that most will not find it necessary to play this game as methodically as I did. However, I do believe that my poring over every detail has uncovered some minor flaws, which I will share with you in this review. Criticism aside, the fact that the Fire Emblem franchise is a labor of love for its creator, Intelligent Systems (developers of some of the greatest games of all time), is obvious to anyone who has played the games. The series is insanely popular in Japan for a reason: the games are really good.

FE:SS introduces us to the continent of Magvel, where recent mysterious events have turned the once-peaceful land into a breeding ground for monsters. Though this probably sounds like an RPG that you've played a couple dozen times before, a quick synopsis doesn't do the game justice. The thick plot and smart dialogue are among the game's strongest features. You'll begin the game following Eirika's story, but you'll soon break away and follow her twin brother Ephraim's plot for a bit. Eventually, you'll be forced to choose which character to finish the game with (though the last chapters take place after the twins reunite). While splitting the stories may sound cumbersome, it actually made the game more enjoyable for me, and adds loads of replay value. Both stories are engaging (Ephraim's is a bit more of a challenge), but it's Fire Emblem's unique play mechanics that draw in RPG fans by the hordes. The series is notorious for being unforgiving, and this game maintains the tradition: when a character dies in battle, he's gone. Forever. (If you want him back, you have to resume play from a previous save slot.) But despite Fire Emblem's traditions, each game in the series exists in its own world with its own characters.

This time around, Intelligent Systems has added a feature new to the Fire Emblem series: the ability to navigate a world map off of the battlefield. From the world map, you can engage in additional battles, and retreat from them if the conflict isn't going your way. This opens up a whole new realm of character development, allowing you to level up characters freely. Although this direction is one of the coolest new features, it is also where I have problems with the game. The versatile class-changing system is great, but abandoning the uber-balanced approach to leveling up is offset by introducing characters with a wide range of experience levels into your party. Some characters are practically unusable unless you play the extra maps to level them up, and others are too powerful from the beginning. Seth, for instance, can clear entire maps on his own, and the temptation to overuse him is often too great for me to resist.

It's easy to find flaws with a game as deep as this one. In fact, I'm surprised to have found so few. Sacred Stones brilliantly treads the line between depth and accessibility, and Intelligent Systems has gone to great lengths with the difficulty settings to please gamers of all skill levels. In addition to a finely tuned system, the developers also raised the bar on the visuals; the battle animations are stunning and plentiful. FE:SS is only the second Fire Emblem game to reach our shores, but it's sure to capture the attention of strategy fans here just as it has in Japan.

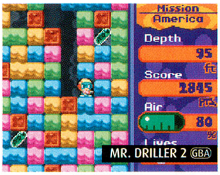
—ANDY M.



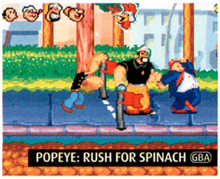
COUNTERPOINT

RATING: 9.5

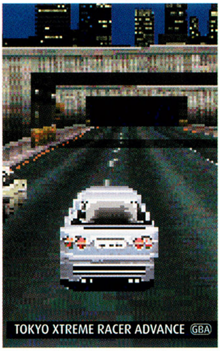
The first FE claimed hundreds of hours of my life; I played it four times. And FE:SS is great, even better than its predecessor. The new map provides all the wandering-monster diversions I could ask for, plus removes the experience-earning limits that choked character development. Andy's quibble about the occasional too-powerful hero that hits your party? He's just crazy. FE vets know that such fightin' titans are red herrings in FE game balance: use 'em as a crutch, and your benched dudes will die on the vine from lack of experience. The new system offers up infinite battle ops, so FE virgins who don't figure this out early enough can now remedy the situation. Sacred Stones comes close to perfection. —STEVEN G.



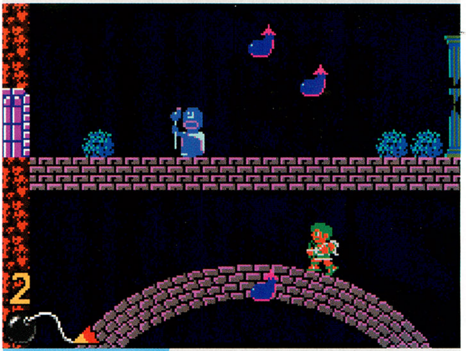
MR. DRILLER 2 GBA



POPEYE: RUSH FOR SPINACH GBA



TOKYO XTREME RACER ADVANCE GBA



MR. DRILLER 2

RATING: 5.0

PLAT: **GAME BOY ADVANCE**
PUB : **NAMCO** DEV: **NAMCO**
ESRB: **EVERYONE**

As the drill-toting hero of Namco's puzzle-action series, players bore down a shaft with Tetrisy rubble, popping one rock at a time, which destabilizes the rubble above. Though players can escape cave-ins by drilling on the run, the series has typically made quick thinking a survival skill: a falling rock will stick to a stable wall of its color; if enough same-colored rubble comes together, the whole chunk will pop. But as addictive as Mr. Driller 2 is, the GBA's sole screen doesn't provide enough vertical space (unlike Drill Spirits on the DS) to give you time to plan much of a falling-block strategy. You're often fleeing in panic—fun for bursts, too chaotic for the long haul. Three modes plus multiplay broaden the possibilities for those who have overcaffeinated reflexes. —**STEVEN G.**

POPEYE: RUSH FOR SPINACH

RATING: 5.0

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **NAMCO**
DEVELOPER: **MAGIC POCKETS**
ESRB: **EVERYONE**

What's even more bizarre than seeing a new Popeye game released in the year 2005 is the fact that it's not a platformer or a brawler, as we've come to expect from our licensed GBA fare, but a side-scrolling foot race. It seems an especially odd choice for this particular franchise—I don't remember Popeye and company doing a lot of running in the cartoons—but I can't fault Namco for trying something different. Unfortunately, there's just not a lot to it. The inclusion of vehicles and power-ups is nice, but they don't really affect gameplay enough to prevent it from becoming monotonous (even in multiplayer mode). And with only a handful of stages to choose from, you'll see everything the game has to offer in an afternoon. —**STEVE T.**

TOKYO XTREME RACER ADVANCE

RATING: 3.5

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **CRAVE ENTERTAINMENT**
DEVELOPER: **DAVID A. PALMER PRODUCTIONS**
ESRB: **EVERYONE**

The problem with Tokyo Xtreme Racer Advance is that it's not much of a racer, it's not that extreme, and doesn't look like it's set in Tokyo. Your goal is to honk at drivers so as to challenge them to head-to-head races. The game suffers from wanting to do as little as possible with as many options as possible—car selections, tuner upgrades and the variety of opponents have almost no effect on a race's outcome. The once-heralded series that debuted on the Sega Dreamcast can be credited for popularizing the street racing subgenre, but has shown a steady decline in quality over the years. The graphics, while smooth for a 3-D GBA game, are boring and repetitious—the three different cities are virtually identical, and the course designs are unremarkable. —**CHRIS S.**

WHEN GAMES GO WILD

SHAKE UP

WARIOWARE: TWISTED!

RATING: 8.5

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **NINTENDO**
DEVELOPER: **NINTENDO**
ESRB: **EVERYONE**

The most innovative series of the last few years is showing no signs of resting on its laurels. Like its predecessors, WarioWare: Twisted! offers more than 200 microgames broken into character-hosted categories, each branch opening with a kooky cinema scene. And it breaks ground with a gameplay turn. The pak is built with a gyro sensor that detects movement, challenging you to complete each task by moving your handheld in addition to pushing its button. You turn the game system to screw in a lightbulb, shake it to make a bottle of soda erupt, tilt it to guide a ball through a simple maze and, in the funniest exercise, hold the game perfectly still to avoid disturbing a hatching egg. The control is well-tuned, but the fact that the screen moves along with the rest of the system as you twist and shake it can make it difficult to see the action. Luckily, each microgame is only four to five seconds long. So just when you might start to get a little disoriented, the activity is over and you've moved on to the next one. The control also works perfectly whether you've plugged the pak into a GBA, GBA SP or DS.

All WarioWare games have unlockables, but Twisted! outdoes the previous titles with 130 souvenirs in seven categories. As you blaze through microgames, you are periodically rewarded with one of the prizes. They range from oddities (figurines and gadgets, such as a love tester and a lie detector) to 21 full-fledged minigames (more extensive than the microgames). They add greatly to the title's replay value. —**GEORGE S.**

Twisted literally and figuratively—this one's weird and wonderful.

[ARCHIVE]

12 MONTHS' REVIEWS

Using a much-too-complex formula involving logarithms, cosines and 16-sided dice, we've converted our five-review, five-star scoring system to a single 10-point grade for each title—1.0 being the worst (Trigger Man) and 10.0 being the best (Resident Evil 4). These two pages contain the data and ratings for every game from the last year.

TITLE	SCORE	PLAT.	PUBLISHER	VOL.	ESRB
The Adventures of Jimmy Neutron Boy Genius: The Attack of the Twonkies	4.0	GCN	THQ	186	E
Alien Hominid	6.5	GCN	0~3	187	T
Amazing Island	5.5	GCN	Sega	184	E
Animaniacs: The Great Edgar Hunt	3.0	GCN	Ignition	190	E
Bad Boys: Miami Takedown	2.5	GCN	Empire	185	M
Baten Kaitos: Eternal Wings and the Lost Ocean	9.0	GCN	Namco	187	T
Cabela's Big Game Hunter 2005 Adventures	4.5	GCN	Activision	189	T
Call of Duty: Finest Hour	7.0	GCN	Activision	187	T
Catwoman	4.5	GCN	EA	184	T
Def Jam: Fight for NY	7.5	GCN	EA	186	M
Digimon Rumble Arena 2	6.0	GCN	Bandai	185	T
Donkey Kong Jungle Beat	9.0	GCN	Nintendo	191	E
Donkey Konga	8.5	GCN	Nintendo	185	E
Donkey Konga 2	7.5	GCN	Nintendo	192	E
Dragon Ball Z: Budokai 2	5.0	GCN	Atari	188	T
Dragon Ball Z: Sagas	5.5	GCN	Atari	192	T
Dreamworks' Shark Tale	4.5	GCN	Activision	185	E
The Fairly OddParents!: Shadow Showdown	4.5	GCN	THQ	185	E
FIFA Soccer 2005	8.5	GCN	EA	186	E
FIFA Street	6.0	GCN	EA	191	E
Fight Night: Round 2	8.0	GCN	EA	191	T
GoldenEye: Rogue Agent	5.5	GCN	EA	188	T
Harry Potter and the Prisoner of Azkaban	7.5	GCN	EA	182	E
The Incredibles	7.0	GCN	THQ	186	T
Intellivision Lives!	3.0	GCN	Crave	187	E
King Arthur	4.5	GCN	Konami	187	T
The Legend of Zelda: Four Swords Adventures	9.5	GCN	Nintendo	181	E
Lemony Snicket's A Series of Unfortunate Events	7.0	GCN	Activision	188	E
The Lord of the Rings: The Third Age	6.5	GCN	EA	187	T
Lotus Challenge	1.5	GCN	Ignition	183	E
MC Groovz: Dancecraze	5.0	GCN	Mad Catz	189	E
Madden NFL 2005	9.0	GCN	EA	184	E
Mario Party 6	7.5	GCN	Nintendo	188	E
Mario Power Tennis	7.0	GCN	Nintendo	187	E
Mega Man Anniversary Collection	8.0	GCN	Capcom	182	E
Mega Man X: Command Mission	6.5	GCN	Capcom	186	E
Metroid Prime 2 Echoes	9.5	GCN	Nintendo	187	T
Midway Arcade Treasures 2	7.5	GCN	Midway	188	M
Mortal Kombat: Deception	7.5	GCN	Midway	191	M
MVP Baseball 2005	9.0	GCN	EA	191	E
NASCAR 2005: Chase for the Cup	7.5	GCN	EA	185	E
NBA Live 2005	7.5	GCN	EA	186	E
NBA Street V3	7.5	GCN	EA	190	E
NCAA Football 2005	9.0	GCN	EA	183	E
Need for Speed Underground 2	7.5	GCN	EA	188	E
NFL Street 2	7.0	GCN	EA	189	E
NHL 2005	7.0	GCN	EA	186	E
Paper Mario: The Thousand-Year Door	9.0	GCN	Nintendo	186	E
Phantasy Star Online: Episode I & II Plus	5.5	GCN	Sega	184	T
Pikmin 2	9.5	GCN	Nintendo	184	E
Pinball Hall of Fame	4.5	GCN	Crave	189	E
The Polar Express	5.0	GCN	THQ	187	E
Power Rangers: Dino Thunder	5.0	GCN	THQ	186	E
Prince of Persia: Warrior Within	9.0	GCN	Ubisoft	188	M
Puyo Pop Fever	6.5	GCN	Sega	182	E
Rave Master	5.0	GCN	Konami	192	T
Resident Evil 4	10.0	GCN	Capcom	189	M
Ribbit King	7.0	GCN	Bandai	182	E
Robots	5.0	GCN	VU Games	190	E
Scaler	6.5	GCN	Global Star	188	E
Second Sight	9.5	GCN	Codemasters	185	T
Shrek 2	6.0	GCN	Activision	181	E
Spider-Man 2	7.5	GCN	Activision	183	T
The SpongeBob SquarePants Movie	7.0	GCN	THQ	186	E
Spyro: A Hero's Tail	5.5	GCN	VU Games	187	E
SRS: Street Racing Syndicate	7.5	GCN	Namco	185	T
Star Fox: Assault	8.0	GCN	Nintendo	189	T
Strike Force Bowling	4.5	GCN	Crave	190	E
Tak 2: The Staff of Dreams	8.0	GCN	THQ	186	E
Tales of Symphonia	9.5	GCN	Namco	183	T
Teenage Mutant Ninja Turtles: Mutant Melee	3.0	GCN	Konami	192	T
Teenage Mutant Ninja Turtles 2: Battle Nexus	4.0	GCN	Konami	186	T
Terminator 3: The Redemption	7.5	GCN	Atari	185	T
Tiger Woods PGA Tour 2005	8.5	GCN	EA	186	E
TimeSplitters: Future Perfect	8.5	GCN	EA	191	M
Tom Clancy's Ghost Recon 2	4.5	GCN	Ubisoft	192	T
Tom Clancy's Rainbow Six 3	6.0	GCN	Ubisoft	182	M
Tom Clancy's Splinter Cell: Chaos Theory	8.0	GCN	Ubisoft	192	M
Tom Clancy's Splinter Cell: Pandora Tomorrow	8.0	GCN	Ubisoft	183	T
Tony Hawk's Underground 2: World Destruction Tour	7.5	GCN	Activision	186	T
Trigger Man	1.0	GCN	Crave	186	T
Ty the Tasmanian Tiger 2: Bush Rescue	5.0	GCN	EA	186	E
The Urbz: Sims in the City	7.0	GCN	EA	187	T
Viewtiful Joe 2	9.0	GCN	Capcom	187	T
Virtua Quest	5.5	GCN	Sega	189	T
WWE: Day of Reckoning	8.0	GCN	THQ	185	T
X-Men Legends	8.0	GCN	Activision	186	T
Zoids: Battle Legends	3.5	GCN	Atari	185	T
Asphalt Urban GT	6.5	DS	Ubisoft	188	E
Feel the Magic: XY/XX	9.0	DS	Sega	188	T
Madden NFL 2005	7.5	DS	EA	188	E
Mr. Driller: Drill Spirits	7.0	DS	Namco	188	E
Pac-Pix	8.0	DS	Namco	192	E
Ping Pals	5.0	DS	THQ	188	E
Pokémon Dash	5.0	DS	Nintendo	191	E
Polarium	7.5	DS	Nintendo	192	E
Rayman DS	6.5	DS	Ubisoft	191	E
Retro Atari Classics	5.0	DS	Atari	191	E
Ridge Racer DS	7.0	DS	Namco	188	E
Robots	4.5	DS	VU Games	190	E
Spider-Man 2	6.5	DS	Activision	188	E
Sprung	7.5	DS	Ubisoft	188	T
Super Mario 64 DS	8.5	DS	Nintendo	188	E
Tiger Woods PGA Tour 2005	8.0	DS	EA	188	E
The Urbz: Sims in the City	7.5	DS	EA	188	E
Yoshi: Touch & Go	7.0	DS	Nintendo	191	E
WarioWare: Touched!	9.0	DS	Nintendo	190	E
World Championship Poker: Deluxe Series	5.0	DS	Crave	192	E
Zoo Keeper	4.5	DS	Ignition	189	E

REVIEWER NOTES

DONKEY KONG JUNGLE BEAT

Now that I've drummed up the wall jumps, ground pounds and other moves in DKJB, button-driven platformers seem wimpy. In fueling DK's motions with muscle, players get a deep connection to the rhythms of platforming. —Steven G.

>MEGA MAN ANNIVERSARY COLLECTION

Unlike the pantywaists I work with, I enjoy a good challenge. For old-school gamers, Mega Man Anniversary Collection is a great way to relive a bygone era, with eight games that are sure to put your skills to the test. —Steve T.

TONY HAWK'S UNDERGROUND 2

I'll admit that I'm a sucker for potty humor, celeb cameos, random vandalism, and all of the other goodies crammed into Tony Hawk's Underground 2. But they forgot about the game itself. The Tony Hawk series always had a gameplay-first attitude—I hope they get back that 'tude before the franchise self-destructs. —Chris S.

>PAC-PIX

For the first time since the '80s, Pac-Man reminds us how he became a star: by making players feel like they're hanging on by the skin of their teeth through 24 harrowing chapters. —Steven G.

TITLE	SCORE	PLAT.	PUBLISHER	VOL.	ESRB
Ace Combat Advance	4.0	GBA	Namco	190	E
Advance Guardian Heroes	7.5	GBA	Ubisoft	185	E
The Adventures of Jimmy Neutron Boy Genius: The Attack of the Twonkies	4.0	GBA	THQ	185	E
Animaniacs: Lights! Camera! Action!	4.5	GBA	Ignition	190	E
Around the World in 80 Days	4.0	GBA	Hip Interactive	184	E
Astro Boy: Omega Factor	9.0	GBA	Sega	184	E
Backyard Basketball	4.5	GBA	Atari	186	E
Banjo Pilot	7.0	GBA	THQ	189	E
Boktai 2: Solar Boy Django	7.5	GBA	Konami	185	T
Cabela's Big Game Hunter 2005 Adventure	2.0	GBA	Activision	188	T
Cartoon Network Block Party	3.0	GBA	Majesco	185	E
Catwoman	5.5	GBA	EA	183	T
Classic NES Series Bomberman	5.0	GBA	Nintendo	181	E
Classic NES Series Castlevania	8.5	GBA	Nintendo	186	E
Classic NES Series Donkey Kong	6.5	GBA	Nintendo	181	E
Classic NES Series Dr. Mario	7.0	GBA	Nintendo	186	E
Classic NES Series Excitebike	5.0	GBA	Nintendo	181	E
Classic NES Series Ice Climber	4.5	GBA	Nintendo	181	E
Classic NES Series The Legend of Zelda	9.0	GBA	Nintendo	181	E
Classic NES Series Metroid	8.0	GBA	Nintendo	186	E
Classic NES Series Pac-Man	6.0	GBA	Nintendo	181	E
Classic NES Series Super Mario Bros.	8.5	GBA	Nintendo	181	E
Classic NES Series Xevious	5.0	GBA	Nintendo	181	E
Classic NES Series Zelda II: The Adventure of Link	7.0	GBA	Nintendo	186	E
Codename Kids Next Door—Operation S.O.D.A.	4.5	GBA	Global Star	187	E
Crash Bandicoot Purple: Ripto's Rampage	5.0	GBA	VU Games	181	E
Crushed Baseball	2.5	GBA	Summitsoft	186	E
Dead to Rights	5.0	GBA	Destination	187	T
Digimon Racing	5.5	GBA	Bandai	184	E
Donkey Kong Country 2	6.5	GBA	Nintendo	187	E
Dragon Ball Z: Buu's Fury	7.0	GBA	Atari	185	E
Dragon Ball Z: Supersonic Warriors	5.5	GBA	Atari	182	T
Dreamworks' Shark Tale	4.5	GBA	Activision	185	E
Duel Masters: Kaijudo Showdown	4.0	GBA	Atari	187	E
Duel Masters: Sempai Legends	5.0	GBA	Atari	182	E
Elf	2.0	GBA	Crave	187	E
F/A 18F: Super Hornet	3.5	GBA	Majesco	188	E
F-Zero—GP Legend	7.5	GBA	Nintendo	185	E
The Fairly OddParents!: Shadow Showdown	4.0	GBA	THQ	186	E
Fear Factor Unleashed	3.0	GBA	Hip Interactive	187	T
FIFA Soccer 2005	7.0	GBA	EA	186	E
Final Fantasy I & II: Dawn of Souls	8.5	GBA	Square Enix	187	E
Finding Nemo: The Continuing Adventures	3.5	GBA	THQ	186	E
Golden Nugget Casino	2.0	GBA	Majesco	188	E
Grand Theft Auto Advance	7.5	GBA	Rockstar	186	M
Gundam Seed: Battle Assault	5.0	GBA	Bandai	186	T
Hamtaro: Ham Ham Games	7.0	GBA	Nintendo	183	E
Harry Potter and the Prisoner of Azkaban	8.5	GBA	EA	181	E
Hot Wheels: Stunt Track Challenge	6.0	GBA	THQ	188	E
Hugo: The Evil Mirror	3.0	GBA	Namco	192	E
The Incredibles	6.0	GBA	THQ	186	E
It's Mr. Pants	6.5	GBA	THQ	187	E
Kill.Switch	6.0	GBA	Destination	185	T
Killer 3-D Pool	4.0	GBA	Destination	192	E
Kim Possible 2: Drakken's Demise	5.0	GBA	Disney	183	E
Kingdom Hearts: Chain of Memories	7.5	GBA	Square Enix	188	E
Kirby & The Amazing Mirror	8.0	GBA	Nintendo	186	E
Klonoa 2: Dream Champ Tournament	8.5	GBA	Namco	190	E
The Legend of Zelda: The Minish Cap	9.5	GBA	Nintendo	189	E
LEGO Knights' Kingdom	5.0	GBA	THQ	187	E
LEGO *Star Wars*	6.5	GBA	Eidos	192	E
Lemony Snicket's A Series of Unfortunate Events	6.0	GBA	Activision	186	E
Lilo and Stitch 2: Hamsterviel Havoc	5.5	GBA	Buena Vista	185	E
Lizzie McGuire 2	3.5	GBA	Buena Vista	186	E
The Lord of the Rings: The Third Age	8.0	GBA	EA	187	T
Madden NFL 2005	6.0	GBA	EA	184	E
Mario Golf: Advance Tour	8.5	GBA	Nintendo	182	E
Mario Party Advance	6.0	GBA	Nintendo	191	E
Mario Pinball Land	7.5	GBA	Nintendo	186	E
Mario vs. Donkey Kong	9.0	GBA	Nintendo	181	E
Mega Man Battle Network 4: Red Sun & Blue Moon Versions	7.0	GBA	Capcom	182	E
Mega Man Zero 3	7.5	GBA	Capcom	186	E
Metal Slug Advance	8.5	GBA	SNK	188	T
Mighty Beanz Pocket Puzzles	3.0	GBA	Majesco	183	E
Monopoly	5.0	GBA	Destination	188	E
Monster Trucks	3.5	GBA	Majesco	189	E
Ms. Pac-Man Maze Madness	6.0	GBA	Destination	185	E
Need for Speed Underground 2	5.0	GBA	EA	187	E
Nicktoons: Freeze Frame Frenzy	4.5	GBA	THQ	186	E
Pac-Man World	6.0	GBA	Destination	188	E
Pokémon Emerald	6.5	GBA	Nintendo	192	E
Pokémon LeafGreen and Pokémon FireRed	9.0	GBA	Nintendo	184	E
The Polar Express	5.5	GBA	THQ	187	E
Power Rangers: Dino Thunder	4.0	GBA	THQ	186	E
Racing Gears Advance	7.5	GBA	Orbital Media	189	E
Rapala Pro Fishing	3.5	GBA	Activision	186	E
Rayman: Hoodlum's Revenge	5.5	GBA	Ubisoft	191	E
River City Ransom EX	8.0	GBA	Atlus	181	T
Robots	4.5	GBA	VU Games	190	E
Rugrats: All Grown Up!—Express Yourself	4.0	GBA	THQ	186	E
Sabre Wulf	8.0	GBA	THQ	181	E
SD Gundam Force	5.5	GBA	Bandai	186	E
Shaman King: Legacy of the Spirits—Soaring Hawk/Sprinting Wolf	3.5	GBA	Konami	191	E
Shaman King: Master of Spirits	7.0	GBA	Konami	184	E
Shining Force: Resurrection of the Dark Dragon	9.0	GBA	Atlus	181	T
Shrek 2	6.5	GBA	Activision	181	E
Shrek 2: Beg For Mercy	4.5	GBA	Activision	188	E
Smashing Drive	4.5	GBA	Destination	188	E
Sonic Advance 3	7.5	GBA	THQ	182	E
Spider-Man 2	6.5	GBA	Activision	182	E
The SpongeBob SquarePants Movie	5.0	GBA	THQ	186	E
Spyro Orange: The Cortex Conspiracy	7.0	GBA	VU Games	181	E
Star Wars Trilogy: Apprentice of the Force	5.5	GBA	Ubisoft	185	E
Strawberry Shortcake: Summertime Adventure	3.0	GBA	Majesco	189	E
Super Army War	6.5	GBA	Atlus	190	T
Teenage Mutant Ninja Turtles 2: Battle Nexus	6.0	GBA	Konami	186	E
Ten Pin Alley 2	2.5	GBA	XS Games	183	E
Texas Hold 'Em Poker	3.0	GBA	Majesco	188	E
That's So Raven	2.0	GBA	Buena Vista	186	E
Thunder Alley	1.5	GBA	XS Games	184	E
Thunderbirds	3.0	GBA	VU Games	186	E
Tony Hawk's Underground 2: World Destruction Tour	6.5	GBA	Activision	186	E
Tron 2.0: Killer Ap	7.0	GBA	Buena Vista	185	E
Ty the Tasmanian Tiger 2: Bush Rescue	4.5	GBA	EA	187	E
The Urbz: Sims in the City	7.5	GBA	EA	187	E
Van Helsing	4.0	GBA	VU Games	182	T
World Championship Poker	3.5	GBA	Crave	188	E
WWE Survivor Series	3.0	GBA	THQ	187	T
XS Moto	2.0	GBA	XS Games	183	E
Yu-Gi-Oh!: Destiny Board Traveler	2.5	GBA	Konami	188	E
Yu-Gi-Oh!: Reshef of Destruction	4.5	GBA	Konami	183	E
Yu Yu Hakusho: Tournament Tactics	3.0	GBA	Atari	187	E
Zoids: Legacy	4.5	GBA	Atari	185	E

YOSHI: TOUCH & GO

Arcade addiction? I haven't jonesed for the five-minute fix for years, but this game has rekindled the fever. With double-tall design that feels arcadey, YT&G pushes players to multitask beyond their means, drawing bridges and foe-trapping bubbles, and launching eggs. If you're seeking a 2-D platform adventure, Kirby: Canvas Curse is the game; but YT&G can't be beat for pure action. —Steven G.

>FINAL FANTASY I&II: DAWN OF SOULS

While many wrote it off as a simple remake, Dawn of Souls is so much more. In fact, it's the best value in video games, period. RPG fans old and new owe it to themselves to play this game.

—Andy M.

THE LORD OF THE RINGS THE THIRD AGE (GBA)

The GCN game is a watered-down RPG with Middle-earth extras in starring roles, but its GBA counterpart is a smart, great-looking, tactical strategy title that puts Aragorn, Gimli, Saruman and other A-list heroes and villains once more into the breach. —George S.

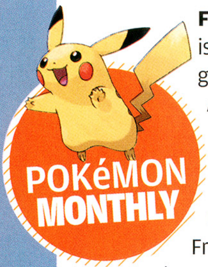
>KLONOA: DREAM CHAMP TOURNAMENT

KDCT is eminently charming, controls like a dream and combines platforming with puzzle solving in a wholly enjoyable manner. I place it in the same league as heavyweights like Mario and Sonic.

—Steve T.

The three MC's call the play-by-play of an early-round battle.

The Battle in Seattle



For most people, the Space Needle is simply a lofty tourist attraction gracing the Seattle skyline. But on April 30, it played host to one of the best Pokémon competitions North America has ever seen. Dubbed the Pokémon Emerald Ultimate Frontier Brain Battle, the event featured over a dozen of the top Pokémon Trainers in the United States and Canada.

Local celebrity Grant Goodeve and Nintendo's David Young served as co-MCs, and Tom Hertzog, also of Nintendo, officiated the contest. In honor of Pokémon Emerald, green was the color of the day, including the Trainers' attire and the pesto-pasta and green-bean lunch, plus pistachio ice cream for dessert.

The competition was the culmination of a month-long series of online challenges. Over 36,000 people participated in the early rounds—tests of Pokémon recognition that demanded players not only recognize a set of Pokémon, but also identify their types, and do so quickly. The United States was divided into six regions, and Canada made a seventh. The seven areas represented the seven Frontier Brains in Pokémon Emerald. Only the top two Pokémon Trainers from each region were invited to Seattle.

The final-challenge participants were truly among the best Pokémon Trainers in the world. Their good sportsmanship and camaraderie were on full display, as was their strong knowledge of the entire Pokémon universe—including TV-show highlights and Trading Card Game nuances. But when it came to the video games, their wisdom was unparalleled. One Trainer's father remarked that when the Trainers conversed, he was awed by what he described as being like a different language known only to Pokémon enthusiasts.

Unlike the online rounds, the final challenge pitted the Trainers in head-to-head battles. Each attendee received an early copy of Pokémon Emerald for which to build his best Pokémon team. The Trainers had only a couple of weeks to develop the teams, but they were allowed to trade Pokémon into their Emerald game for use in the event. Trainer Mike Papagianis, one of the two Canadian representatives, had a lot of work to do. "I had to train everything from scratch because I didn't have the right Pokémon trained at all. I couldn't do any trading, so it took about a week to raise my team," Mike said. Stephen Parrish had a different experience. "I had to raise only one Pokémon; every other Pokémon I brought was already raised," Stephen explained. Thomas Mifflin took a defense-minded approach when constructing his team: "None of my team has double weaknesses, period. Rayquaza is double-weak to ice, so even a weaker move like Icy Wind would knock it out instantly, even from a non-Ice-type Pokémon." One

FREE BOOSTER WITH DEMO

Trainers compete in Trading Card Game matches between heats.

Pokémon Emerald Version
Ultimate Frontier Brain Battle

Nintendo of America employees pitch in to ensure the event is a success.

Trainer, Charles "Chalkey" Horenstein, took a philosophical approach to creating his team: "I'm just saying, like, I don't want to use guys like Groudon and Kyogre and Rayquaza. For a real Trainer it takes a lot more skill to raise your own guys and raise them how you want. You can't be afraid to fight with them, even if you think you're going to lose. You know you're being yourself, and that's what's important."

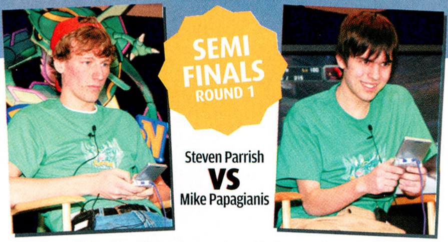
Travis Standiford's own Pichu is much, much smaller.

The competitors had to follow specific rules regarding their teams. Held items were not allowed, meaning some of the more intricate combos were impossible. Also, Mew, Celebi, Jirachi and Deoxys were not permitted, nor were duplicate Pokémon. But there was no level cap—all of the teams featured Level-100 Pokémon across the board. Each team was examined and approved by Tom Hertzog, and the battles took place in the highly configurable environment of Pokémon Colosseum, ensuring a level playing field.

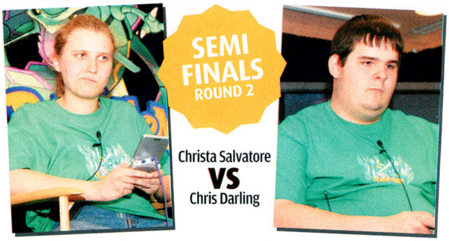
The Trainers expected to face a lot of legendary Pokémon and deal with constant weather manipulation. The first two rounds of battle met their expectations—Groudon, Kyogre and Rayquaza made appearances on virtually every team, as did Ho-oh, Mewtwo, and the legendary dogs. No team was composed exclusively of legendaries, however—it was interesting to see which other Pokémon the Trainers chose to put on the field. Despite the obvious bond between Chalkey and his team, it couldn't stand up to his opponent's powerful legendaries, and he was eliminated in the first round. It was soon down to four contestants—the smack-talking Steven Parrish and his troop of common Pokémon; Mike Papagianis, whose defensive planning had proven brilliant; Christa Salvatore, the only female Trainer in the whole competition, whose Rayquaza, "Kitty," had struck fear into its early-round opponents; and Chris Darling, a late replacement for a Trainer who couldn't attend, which left him very little time to prepare a team. The semifinals and final battle took place in front of the entire crowd, including all the participants who had been eliminated earlier. After three intense battles, one Trainer stood above the rest. Chris swept past Christa in the semifinal round, then made a valiant comeback against Mike in the finals to take the trophy and score a trip to the new PokéPark in Nagoya, Japan. He credited choosing the move Hyper Beam for his Rayquaza, explaining, "I didn't think anybody expected me to use that . . . I picked it because I knew it would be one of the few things that could help Rayquaza beat some people."

Congratulations to Chris, all of the other competitors and the hosts from Nintendo of America. The battle was an event for the Pokémon ages!

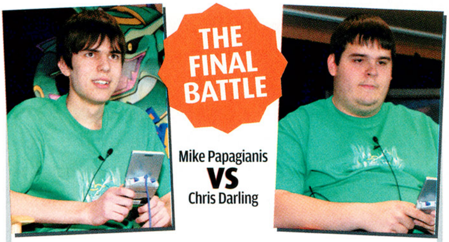
—BY CHRIS S.



Steven (left) plans his next move, but Mike knows victory is at hand.



Christa (left) starts to get nervous; Chris is feeling the pressure, too.



Mike (left) gets ahead early by swapping Pokémon to avoid type disadvantages. In the end, Chris's Rayquaza helps his team make a brilliant comeback in the tight, dramatic battle.

GROUDON

ABILITY: Drought
MOVES: Earthquake, Rock Slide, Swords Dance, Flamethrower

BLISSEY

ABILITY: Natural Cure
MOVES: Seismic Toss, Thunder Wave, Softboiled, Aromatherapy

EXEGGUTOR

ABILITY: Chlorophyll
MOVES: Sleep Powder, Psychic, Solarbeam, Explosion

RAYQUAZA

ABILITY: Air Lock
MOVES: Fly, Earthquake, Hyper Beam, Crunch

GROUDON

ABILITY: Drought
MOVES: Solarbeam, Eruption, Earthquake, Flamethrower

MEWTWO

ABILITY: Pressure
MOVES: Thunderbolt, Recover, Ice Beam, Psychic

Hey expert Trainers—you see the teams Chris and Mike used to reach the finals. Now we wanna hear from you! Send us the team you'd bring to battle against their winning trios. Here's the catch—leave out the legendaries and wow us with your best common Pokémon. We'll take the top teams and see how'd they do against these pros in next month's Community. Send your team to us at pokemon_community@nintendopower.com.

MUSIC

8-bit Invasion

Beck is widely known for reinventing his music from album to album. His songs avoid stereotypes by breaking down preconceived notions of musical genres. His albums span a wide range of styles, and often cannot be classified at all. Sometimes it works, and other times it doesn't, but the effort is always apparent and appreciated. While Beck's newest release, *Guero*, continues to receive praise from critics, a certain sect of fans (primarily gamers) seem to be more interested in the EP that the musician released just prior to the full-length album. It's called *GameBoy Variations (Hell Yes Remix)*, and it does what Beck does best: something completely different.

Changes to the establishment of music don't require heavy planning; they require action. Punk proved that. *Hell Yes*, a four-song EP of *Guero* remixes, taps into a culture that is leading a musical revolution. But the revolution's proponents are not working with distortion pedals or turntables—they're doing it with Game Boys. Creating music with vintage video game hardware has been popular in the underground electronic music scene for some time, and has recently been emerging as a movement of its own. Some call it chip music, some call it micro music, and some don't call it music at all. The practice requires a love for both the creative and the technical side of gaming. Game Boy Color handhelds are probably the most popular of the hardware-turned-instruments due to their unique sound card and portability; NES and Atari systems are also frequently used. New York and Sweden seem to be the hotspots for the chip music scene, with artists such as Bit Shifter, Nullsleep, Mark Denardo, Covox, Lo-bat and Bubblyfish leading the charge.

Behind the Blips and Beeps

Though Beck wrote all four songs on *Hell Yes*, the music on the EP is masterminded by two wildly different chip music acts: Paza and 8-bit, enlisted by Beck to approach his songs from the Game Boy perspective. The result is a joyous trip through nostalgia (or a bunch of annoying noises—take your pick).

> **"My music is game music. I have scenarios/games for every track in my head."**
> **—Paza**

Paza is best known for his ability to manipulate the circuitry of electronic toys and video game hardware. On the technical side, he creates much of his music the same way that video game composers do. When we asked him how heavily he associates his music with video games, Paza said, "My music is game music. I have scenarios/games for every track in my head."

8-bit approaches chip music from a different angle. Rather than using video game hardware as a platform for creating music, they spend most of their time sampling sounds from their favorite games and tweaking them in Reason and Pro Tools to compose original works. The members of 8-bit successfully combine their love for the NES with musical influences (such as the Beastie Boys) to invent their own blend of music. We asked the band how the audience responds to their creations, and they told us, "We play punk clubs, hip-hop clubs, dance clubs . . . it doesn't matter because in every club there are people who grew up on Nintendo, and they fall into the music."

>PAZA

NAME: Paza Rahm **LOCATION:** Stockholm, Sweden **HARDWARE USED ON *HELL YES*:** Game Boy Color, Atari 1040STE, "bended toys" **FAVORITE NINTENDO GAME:** Bubble Bobble **RECENT RELEASE:** *Ninjani Diskus* (available through 8bitpeoples.com)

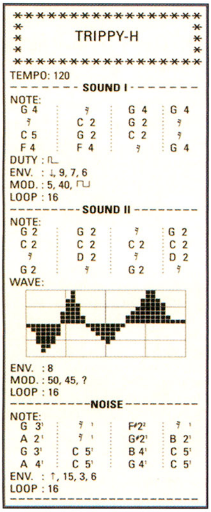
>8-BIT

MEMBER NAMES: Le-Frost, Spacey-k, Robo-t and Anti-log **LOCATION:** Los Angeles **HARDWARE USED ON *HELL YES*:** NES, Game Boy, Commodore 64 **FAVORITE NINTENDO GAMES:** Super Mario Bros. 3, Shadowgate, Dragon Warrior and Baseball Stars **UPCOMING RELEASE:** *You Ain't No Robot* (available this summer)

Beck Photo: Autumn de Wilde

Play That Funky Music, Game Boy

Most artists making music through their Game Boy systems rely on homemade software such as Little Sound DJ. During our interview with 8-bit, the band commented that it would be nice if Nintendo came out with a sequencer for Game Boy or NES. Well, once upon a time, Nintendo did. The quirky Game Boy Camera game pak actually contains a surprisingly deep music sequencing program. Its biggest downside is that you can save only one song per cartridge, but these days Game Boy Cameras aren't hard to come by if you know where to look (here's a hint: it starts with an e and ends with Bay.)
—Andy M.

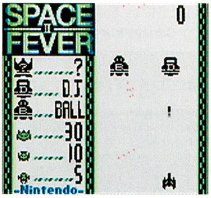


```
*****************
*                *
*    TRIPPY-H    *
*                *
*****************
TEMPO: 120
------- SOUND I -------
NOTE:
  G 4   :   𝄾   :  G 4  : G 4
   𝄾    :  C 2  :  G 2  :  𝄾
  C 5   :  G 2  :  C 2  :  𝄾
  F 4   :  F 4  :   𝄾   : G 4
DUTY : ⊓_
ENV.  : ↓, 9, 7, 6
MOD. : 5, 40, ⊓⊔
LOOP : 16
---------SOUND II --------
NOTE:
  G 2   :  G 2  :   𝄾   : G 2
  C 2   :  C 2  :  C 2  : C 2
   𝄾    :  D 2  :   𝄾   : D 2
  G 2   :   𝄾   :  G 2  :  𝄾
WAVE:
ENV.  : 8
MOD. : 50, 45, ?
LOOP : 16
-----------NOISE----------
NOTE:
  G 3'  :  𝄾 '  :  F♯2² :  𝄾 '
  A 2'  :  𝄾 '  :  G♯2' : B 2'
  G 3'  :  C 5' :  B 4' : C 5'
  A 4'  :  C 5' :  G 4' : C 5'
ENV.  : ↑, 15, 3, 6
LOOP : 16
--------------------------
```

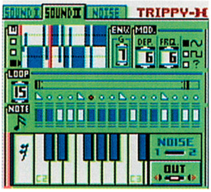
The ability to print out your composition on the Game Boy Printer was kept secret from the game's instruction manual. To do so, press Select from the DJ screen, then press and hold the Start Button while pressing A.

GAME BOY camera
POWER
TEMPO SOUND I SOUND II NOISE SE
120 ON ON ON 1
GAME BOY COLOR

From the DJ screen, you can play live, adjusting the tempo and adding random NES-esque sounds over the top of your composition.



Game Boy Camera's menus are far from intuitive—you'll have to dig deep to find the good stuff. To activate the music sequencer, select 'Play' from the home screen, then shoot the spaceship marked 'D.'



The sequencer has three tracks, each with its own control module. You can adjust each track's tone, envelope filter and modulation. Who knew?

COLLECTING

TWO FROM THE VAULT

Ever wonder if there were any other gold cartridges for the NES besides the two Zelda games? This month, we've spotlighted two ultrarare games, one that belongs in its shiny casing and one that does not.

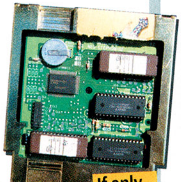
Nintendo World Championships 1990

Worth its weight in gold

The Grand Daddy of Them All

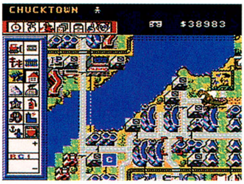
In the July/August 1990 issue of Nintendo Power, a sweepstakes was held to send one finalist to Orlando for the Nintendo World Championship (NWC) finals. The contest winner received a gold NWC cartridge containing contest versions of Super Mario Bros., Tetris and Rad Racer. The games are set to a timer, and were used officially by Nintendo in the NWC. These versions of the games can be found exclusively on this cartridge. Only a small number were manufactured (for the NP sweepstakes and for the event itself). A number of gray NWC cartridges are floating around today, but rumor has it that there are only 26 gold cartridges. Last year, one surfaced on eBay and sold for a whopping $2,224.41, officially making it the most coveted NES cartridge in existence!
—Andy M.

The Lost City



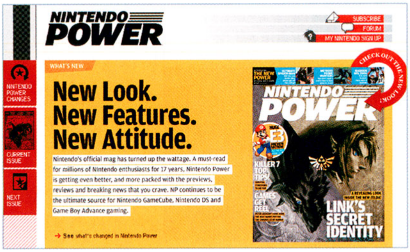
If only...

Digging through the desk drawers of NP managing editor Scott Pelland for rare games is akin to exploring an archaeological dig for dinosaur bones. Our latest expedition into the unknown uncovered Sim City for the NES. For a good long while, Nintendo had the publishing rights to the Sim City series, and developed a handful of games. What makes this one special is that it never saw the light of day. While far along in development, the game was, unfortunately, canceled. As you can see here, the ROM is nestled comfortably into a gold The Adventures of Link cartridge! This gem item is most likely one of a kind.
—Andy M.



Sim City for the NES plays much like the original PC version, but there are some slight differences, most noticeably in the menus. The game was never released because of bad timing.

ONLINE



New Look.
New Features.
New Attitude.

Nintendo's official mag has turned up the wattage. A must-read for millions of Nintendo enthusiasts for 17 years, Nintendo Power is getting even better, and more packed with the previews, reviews and breaking news that you crave. NP continues to be the ultimate source for Nintendo GameCube, Nintendo DS and Game Boy Advance gaming.

→ See what's changed in Nintendo Power

A Site to Behold

Throughout the process of transforming the magazine, our biggest inspiration was you, the reader. But the changes weren't confined to Nintendo Power. We've also completely revamped nintendopower.com to coincide with the launch of Volume 193. The new site gives readers a chance to flip through a handful of pages from the current issue, and provides a preview of next month's content. In addition, we are rethinking the subscription process from the ground up to provide subscribers old and new with the smoothest experience possible. In the coming months, we will be implementing a new online subscribing system that will keep track of your subscription status and notify you when it's time to renew. Visit the site often; it's a work in progress and will be evolving from month to month.

www.nintendopower.com

Sage Reviews

Since you're probably sick of hearing us whine about games, we thought we'd give someone else a shot. We've selected some of the best reviews posted by the Sages of nintendo.com's forums.

Sage Review of the Month

Donkey Kong Jungle Beat

reviewed by GAMINGMASTER

Unique games are becoming harder and harder to find among the numerous sequels on store shelves. Donkey Kong Jungle Beat is one of those rare gems that breaks out of the ordinary and provides gamers with extremely entertaining gameplay by combining fresh ideas with intuitive control. What seems to be an odd, bongo-controlled platform game is actually a rewarding experience. Spend five minutes with Donkey Kong Jungle Beat and you will be swinging from vines, bouncing off walls, springing from gigantic dandelions, bombarding foes with a [barrage] of punches and collecting lots of bananas thanks to the incredibly deep combo system and the easy-to-understand mechanics. Combine the outstanding gameplay with beautiful graphics and the familiar Donkey Kong beats, and you have yourself a heck of a presentation. Donkey Kong Jungle Beat is truly a unique experience that players will not want to miss.

Excerpts from other Sage Reviews

"The game is fun, and if the controls were better, it would be just as good as the N64 version."
—VIEWTIFULHENSHINJOE56 (Rayman DS)

"Twisted looks a bit more promising, but Touched is most definitely worth a buy."
—MONGOLIANMOOSE (WarioWare: Touched!)

"Although the card-based battle system wasn't much fun, the beautiful graphics, stunning musical score, and deep, enthralling story more than make up for it, and will have you hooked in no time."
—SPEEDWACER (Baten Kaitos: Eternal Wings and the Lost Ocean)

"[Resident Evil 4 has] the best graphics I have seen in a game on any console."
—MORPHA613 (Resident Evil 4)

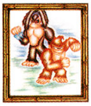
"Balloon Fight + Yoshi's Island + DS Innovation = Yoshi Touch & Go!"
—SWORDBREAKER (Yoshi Touch & Go)

"Fans of classic 2D Zelda will love The Minish Cap; it is pure nostalgia."
—TSA (The Legend of Zelda: The Minish Cap)

What's a Sage?

Sages are members of the NSider online community that are put through the ringer and hand-picked by Nintendo. Sages get tons of special privileges, including opportunities to review games for Nintendo Power magazine.

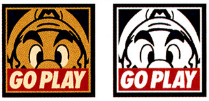
Art of the Month



Presented to the left is April's winner in the hand-drawn category of Nintendo Power's online fan art contest. You can enter the contest at **forums.nintendo.com**.

ARTIST: DAMASCUS
GAME: Donkey Kong Jungle Beat

Custom-Made Icons



NP designer Cory Conner created a unique set of chat avatars that will be released exclusively to nintendo.com forum users on May 21st.

Calling All Community Members

Did you buy an extra GBA so you could trade Pokémon with yourself? Do you create art out of NES cartridges? Did you make your own Link costume for a cosplay event? Whatever your obsession is, this is your chance to release your inner fanboy and be a part of a community. Contact us via e-mail, or chat with NP's writers on June 8th and June 16th from 4-5 PM on the **nintendo.com** forums to let us know what community you're a part of.

community@nintendopower.com
pokemon_community@nintendopower.com

touching is good.
SUPER MARIO 64 DS
EVERYONE
E
CONTENT RATED BY ESRB

Use your touch to lead Mario and all your favorite characters into brave new worlds.

NINTENDO DS™

© 2004 Nintendo. TM, ® and the Nintendo DS logo are trademarks of Nintendo. © 2005 Nintendo. Game and Nintendo DS sold separately. www.nintendods.com

POWER QUIZ

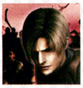
SUPER E3 TURBO REVIVAL

In light of E3 and our monumental magazine issue, we've put together a quiz to test your gaming IQ. If you're too impatient to wait for next month's issue (in which we'll print the answers), check **www.nintendopower.com/quiz** to find out today.

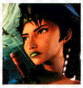
1 What game was once shown at E3 as both an N64 game and a Nintendo GameCube game?

a. Pikmin
b. Eternal Darkness: Sanity's Requiem
c. Resident Evil Zero
d. Luigi's Mansion
e. Super Smash Bros. Melee

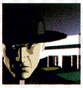
2 Which one of these titles was unveiled at E3 2002 under a slightly cryptic name?



a. Resident Evil 4



b. Beyond Good & Evil



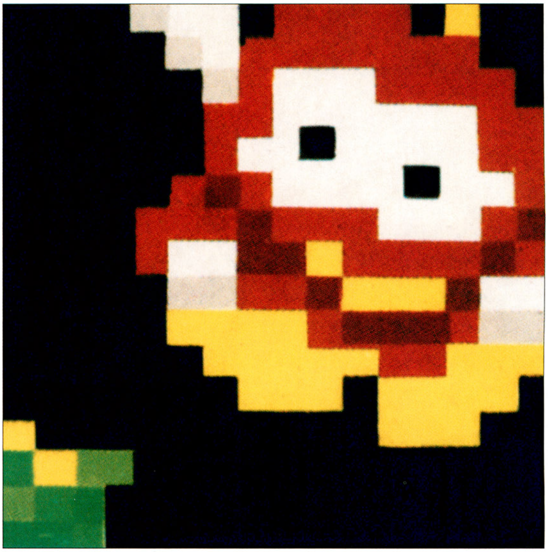
c. Killer 7

3 What character once graced the cover of Nintendo Power carrying a severed head?

a. Turok (Turok: Dinosaur Hunter)
b. Fulgore (Killer Instinct)
c. Ryu Hayabusa (Ninja Gaiden)
d. Simon Belmont (Castlevania)
e. Scorpion (Mortal Kombat II)

4 Which of these lines is uttered by the traveling merchant in Resident Evil 4?

a. "Whoa, friend. I think the smell of the sewer has taken a liking to you."
b. "Ahhh . . . I'll buy it at a high price."
c. "I deal in all sorts of goods."
d. "If quality and price are your chief concerns, then look no further."

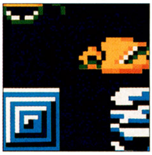


PIXEL PERFECT

THINK INSIDE THE BOX

Remember the good old days, when a game's box art either looked exactly like the game or nothing like it at all? We cut out a portion from a classic game box in an attempt to stump you. Can you name the game?

BOX ART TEST EXAMPLE:
METROID (NES)



METROID
Nintendo
ENTERTAINMENT SYSTEM

5 Conker's Bad Fur Day for Nintendo 64 was originally meant to be geared toward a broader audience. The first version of the game, which featured a cute, loveable squirrel, was first shown as Conker's Quest at E3 1997. What was the working title at E3 1998?

a. Conker and Berri
b. A Squirrel's Tale
c. Conker 64
d. The Adventures of Conker
e. Twelve Tales: Conker 64

6 How many The Legend of Zelda games has Tingle appeared in?

a. Three
b. Four
c. Six
d. Seven

7 What console launched at the first E3 to the surprise of most everyone in the industry?

a. Sega Saturn
b. Sony PlayStation
c. Sega Dreamcast
d. Virtual Boy

8 When Nintendo surprised gamers at E3 2004 with the now-legendary Zelda trailer, audience members were said to be crying. Literally. Who came out on stage shortly after the trailer showed, wielding Link's sword and shield?

a. Reggie Fils-Aime
b. Eiji Aonuma
c. Shigeru Miyamoto
d. Hideo Kojima

9 Which of these people appeared on the cover of Nintendo Power three times?

a. Michael Keaton

b. Ken Griffey, Jr.

c. Darth Vader

10 Besides Los Angeles, what city has hosted E3 in the past?

a. Chicago, Illinois
b. Boise, Idaho
c. Atlanta, Georgia
d. New York, New York

NINTENDO POWER
BACK ISSUES & PLAYER'S GUIDES

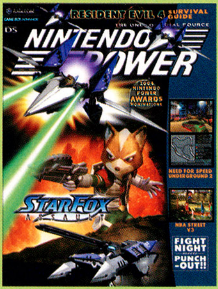
Order online at **store.nintendo.com** or call **1-800-255-3700**

NINTENDO POWER MAGAZINE

JUNE 2005, VOLUME 192
Pokémon Emerald, Splinter Cell: Chaos Theory, Polarium, Need for Speed 2 Underground, Geist, Inside Zelda Special, Shadow the Hedgehog, Donkey Konga 2, Super Year Special, *Star Wars* Episode III: Revenge of the Sith, Advance Wars DS, Shogun Warrior, Fire Emblem: The Sacred Stones

MAY 2005, VOLUME 191
Donkey Kong Jungle Beat, TimeSplitters: Future Perfect, Mortal Kombat: Deception, Rayman DS, Dragon Ball Z: Sagas, Nintendo DS: The Future Comes into View Special, Nintendo Power Awards Results, Zelda GCN Poster

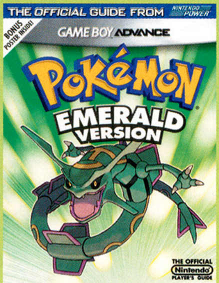
APRIL 2005, VOLUME 190
Killer 7, WarioWare: Touched & WarioWare: Twisted!, TimeSplitters: Future Perfect, Nintendo Pennant Chase Baseball, Retro Atari Classics, Fight Night: Round 2, Donkey Kong Jungle Beat, Yoshi Touch & Go, Pokémon Dash, Mario Party Advance, Castlevania, Lost in Blue, Resident Evil 4, Star Fox: Assault



MARCH 2005, VOLUME 189
Star Fox: Assault, Resident Evil 4, Feel the Magic: XY/XX, The Legend of Zelda: The Minish Cap, Super Mario 64 DS, Banjo Pilot, The Lowdown on Free Radical (TimeSplitters: Future Perfect), MVP Baseball 2005, Street Smarts (NBA Street V3, FIFA Street & NFL Street 2), Fight Night: Round 2, Debug the Bug Hunt, Real-Life Reenactments (Wario Ware: Touched!), 2004 Nintendo Power Awards Nominations

OFFICIAL NINTENDO PLAYER'S GUIDES

FIRE EMBLEM: THE SACRED STONES



POKéMON EMERALD

STAR FOX: ASSAULT

THE LEGEND OF ZELDA: THE MINISH CAP

NINTENDO GAMECUBE

- METROID PRIME 2 ECHOES
- PAPER MARIO: THE THOUSAND-YEAR DOOR
- PIKMIN 2
- POKéMON COLOSSEUM
- THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES
- FINAL FANTASY: CRYSTAL CHRONICLES
- MARIO KART: DOUBLE DASH!!

GAME BOY ADVANCE

- FINAL FANTASY I & II: DAWN OF SOULS
- POKéMON FIRERED & LEAFGREEN
- METROID: ZERO MISSION
- SWORD OF MANA
- MARIO & LUIGI: SUPERSTAR SAGA
- FIRE EMBLEM
- FINAL FANTASY: TACTICS ADVANCE

Nintendo Power issues are available individually. Features in each issue are listed above. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and Player's Guides, call 1-800-255-3700 to order by phone, or visit store.nintendo.com to order online with VISA or MasterCard. Offer valid while supplies last! Please allow up to 2 weeks for delivery. Prices include shipping and handling. Prices subject to change without notice.

CONTACTS

GET 'N TOUCH WITH NINTENDO

NINTENDO ONLINE
Your online source to everything Nintendo.
www.nintendo.com

GENERAL QUESTIONS
Visit www.nintendo.com
or e-mail us by visiting: www.nintendo.com/consumer/webform.jsp

If you are unable to find what you need at our website, contact us at:
1-800-255-3700
(1-800-422-4281 TDD)
Note: We are unable to answer game play questions on this line. 6 a.m. to 7 p.m. Pacific Standard Time, every day. French- and Spanish-speaking representatives are available.

SYSTEM SETUP, TROUBLESHOOTING & REPAIR
Visit: www.nintendo.com/consumer

POWER LINE
1-425-885-7529
Prerecorded Game Tips and Future Product Information
Get complete game walk-throughs on the most popular games for Nintendo systems. This call may be long-distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:
www.nintendo.com/consumer/gameplay/powerline.html

Nintendo Power Subscriptions, Renewals, Back Issues, Player's Guides and more
Visit: www.nintendo.com/consumer/magazine/index.jsp

CONTACT US
Nintendo Power
P.O. Box 97033
Redmond, WA 98073-9733

community@nintendopower.com
pokemon_community@nintendopower.com
pulse@nintendopower.com
E-mail sent to the above addresses will not receive a response.

ESRB GAME RATING INFORMATION
To contact the ESRB or for more information, visit www.esrb.org.
The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

Early Childhood

Everyone

Everyone (10+)

Teen (13+)

Mature (17+)

Adult (18+)

Rating Pending

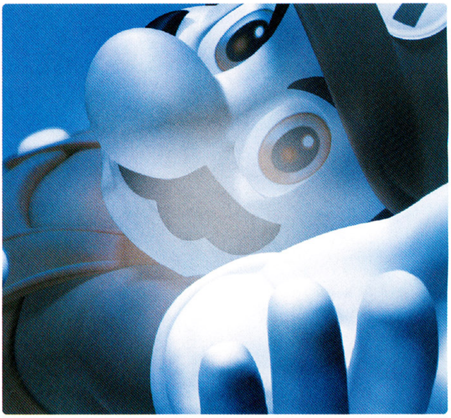
ADVERTISING INQUIRIES

Video game-related:
Jeff Bafus, Nintendo of America
425-882-2040
NP.advertising@noa.nintendo.com

Non-video game-related:
Peter Guenther, GMS
847-985-0715
pguenther@earthlink.net

For rate card, ad specs and other advertising information, please send e-mail to: ads@nintendo.com

MY NINTENDO Sign Up Now



SPECIAL OFFER

MY NINTENDO MEMBERS ONLY

What's better than the all-new Nintendo Power? Getting it for free. Register three products in your My Nintendo account and get three free issues of Nintendo Power! We're convinced you'll love Power's new look and approach to gaming. After the trial period, nab a year's subscription of the best information on Nintendo for only $12. That's $1 an issue! You can't beat that! If you're not a My Nintendo member, go to **www.mynintendo.com** to sign up.

GET YOUR PRODUCTS REGISTERED AND GET YOUR FREE POWER TODAY!

August 2005 Vol. 194

NEXT MONTH

News! Hype! Games! Floored by E3 and blown into orbit by DS Wi-Fi, NP dishes the details!

E3 BLOWOUT COVERAGE!

We'll go hands-on with the year's hottest games and break all the big news in our comprehensive coverage from Los Angeles.

POKéMON: MONSTER

What's the key to Pokémon's long-standing popularity, and where will it go from here? We examine one of the biggest success stories in games.

WWII REVISITED

From the battlefield to the GCN—learn about the latest Medal of Honor and Call of Duty titles.

REVEALING REVIEWS

Batman Begins, Fantastic Four, Meteos, Kirby: Canvas Curse, Yoshi: Topsy-Turvy and more!

+

Bonus DVD — The E3 2005 Legend of Zelda trailer

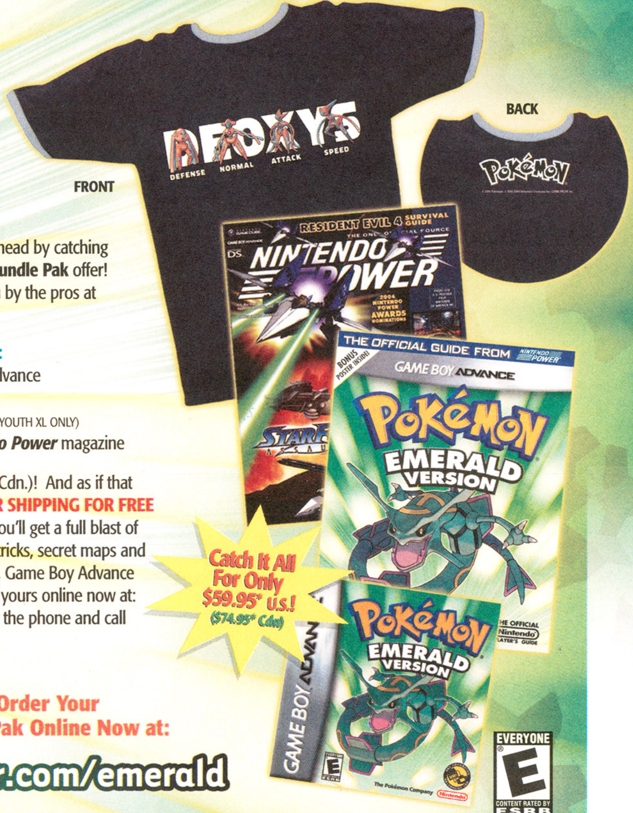
ALSO CLIPS FROM VIEWTIFUL JOE VFX BATTLE, ONE PIECE: GRAND BATTLE, NINTENDOGS AND MORE!

Game trademarks and copyrights are property of their respective owners. Nintendo GameCube, Game Boy Advance and Nintendo DS are trademarks of Nintendo. © 2005 Nintendo
NINTENDO POWER
VOLUME 194 AUGUST 2005
DVD SPECIAL
DOLBY DIGITAL
DVD VIDEO
Select demos presented in DOLBY DIGITAL
Nintendo
PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T

GAME BOY ADVANCE

POKÉMON®
EMERALD VERSION

EVERYONE
E
CONTENT RATED BY ESRB


FRONT
BACK
DEOXYS
DEFENSE NORMAL ATTACK SPEED
POKéMON
NINTENDO POWER
RESIDENT EVIL 4 SURVIVAL GUIDE
THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
BONUS POSTER INSIDE!
POKéMON EMERALD VERSION
Catch It All For Only $59.95* U.S.! ($74.95* Cdn)

Get ready for all the challenges and battles ahead by catching our special, limited-time ***Pokémon*® *Emerald* Bundle Pak** offer! Put together for aspiring master trainers like you by the pros at ***Nintendo Power***® – it really packs a punch!

Your *Pokémon Emerald* Bundle Pak includes:

- ***Pokémon Emerald*** Game for Game Boy® Advance
- ***Pokémon Emerald*** Official Player's Guide
- ***Pokémon Emerald*** Exclusive Deoxys T-Shirt (YOUTH XL ONLY)
- One year, 12 battle-bustin' issues, of ***Nintendo Power*** magazine

You can get it all for only **$59.95*** U.S. ($74.95* Cdn.)! And as if that weren't cool enough, we've included **2-DAY AIR SHIPPING FOR FREE** (shipment will start after 5/1/05). Every month you'll get a full blast of Pokémon news and all the other latest tips and tricks, secret maps and moves, reviews and previews for Nintendo DS™, Game Boy Advance and Nintendo GameCube™. So, don't wait – get yours online now at: **www.nintendopower.com/emerald** or pick up the phone and call us toll-free at 1-800-255-3700.

Be Ready to Battle! Order Your *Pokémon Emerald* Bundle Pak Online Now at:

www.nintendopower.com/emerald

Or call toll-free 1-800-255-3700. VISA and MasterCard accepted with online and phone orders.
You may also order by mail – just fill out the order form on the back.

EVERYONE
E
CONTENT RATED BY ESRB

***Plus applicable sale tax. SHIPMENT WILL START AFTER 5/1/05. GAME, PLAYER'S GUIDE AND T-SHIRT WILL BE SHIPPED AFTER 5/1/05 VIA 2-DAY AIR AND MAY TAKE 5 TO 6 DAYS FOR DELIVERY.** Nintendo Power magazine will be shipped via bulk mail and may take 4 to 6 weeks in the U.S.A. and 6 to 10 weeks in Canada for delivery. Please be aware that you will see two charges from Nintendo on your credit card statement. When combined, the charges will total $59.95 US/$29.95 US ($74.95 Cdn./$37.95 Cdn.) plus applicable sales tax. Offer good through 8/31/05 or while supplies last. Prices include shipping fees. All sales are final. © 2005 Pokémon. © 1995-2005 Nintendo/Creatures Inc./GAME FREAK inc. ™ & ® are trademarks of Nintendo. ©2005 Nintendo.

Explore New Frontiers with Pokémon Emerald!

If you're a Pokémon fan and already have the *Emerald* game, explore new frontiers with this great bundle pak:

- ***Pokémon Emerald*** Official Player's Guide
- ***Pokémon Emerald*** Exclusive Deoxys T-Shirt (YOUTH XL ONLY)
- One year, 12 new issues, of ***Nintendo Power*** magazine

All for only **$29.95*** U.S. ($37.95* Cdn.)! And the **2-DAY AIR SHIPPING IS INCLUDED – FREE!** (SHIPMENT WILL START AFTER 5/1/05.)

The **official Player's Guide** has all the inside **battling tips, maps and Pokédex info** you'll need to get around in Hoenn and become a Master Trainer, including strategies to survive the all-new Battle Frontier and defeat the Elite Four!

All This For Only $29.95* U.S.! ($37.95* Cdn)
DEOXYS
DEFENSE NORMAL ATTACK SPEED
THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
POKéMON EMERALD VERSION
NINTENDO POWER
RESIDENT EVIL 4 SURVIVAL GUIDE
FIGHT NIGHT ROUND 2
PUNCH-OUT!!

ORDER YOUR EMERALD BUNDLE PAK NOW ONLINE AT:

www.nintendopower.com/emerald

Or call toll-free 1-800-255-3700. VISA and MasterCard accepted with online and phone orders. You may also order by mail – just fill out the order form below. * Plus applicable sales tax.

☑ YES! Send Me a Pokémon Emerald Bundle Pak!

CHECK ONE:

☐ ***Pokémon Emerald* Bundle Pak** with Game: **$59.95 U.S.** (Offer #4564)

☐ ***Pokémon Emerald* Bundle Pak** with Game: **$74.95 Cdn.** (Offer #4566)

***Pokémon Emerald* Bundle Pak above includes:** Game, official Player's Guide, exclusive Deoxys T-Shirt, 1-year (12 issues) of *Nintendo Power* magazine and 2-Day Air Shipping*.

☐ ***Pokémon® Emerald* Bundle Pak** without Game: **$29.95 U.S. ($37.95 Cdn.)** (Offer #4565)

A: Pokémon Emerald Bundle Pak with Game $59.95 US: U.S. residents of the following states please add sales tax on $40.00 US, (sales tax included in $19.95 Nintendo Power subscription): CA 7.25% ($2.90), MA 5.00% ($2.00), MI 6.00% ($2.40), WA 8.80% ($3.52), IL 6.25% ($2.50), TX 6.25% ($2.50), NJ 6.00% ($2.40). **B: Pokémon Emerald Bundle Pak without Game $29.95 US:** U.S. residents of the following states please add sales tax on $10.00 US, (sales tax included in $19.95 Nintendo Power subscription): CA 7.25% ($0.73), MA 5.00% ($0.50), MI 6.00% ($0.60), WA 8.80% ($0.88), IL 6.25% ($0.63), TX 6.25% ($0.63), NJ 6.00% ($0.60).

C: Pokémon Emerald Bundle Pak with Game $74.95 Cdn: Canadian residents please add 7% GST on $47.00: $3.29 Cdn. (GST included in $27.95 Nintendo Power subscription). Residents of Newfoundland and Labrador, Nova Scotia and New Brunswick please add 15% HST on $47.00: $7.05 Cdn. (HST included in $27.95 Nintendo Power subscription). **D: Pokémon Emerald Bundle Pak without Game $37.95 Cdn:** Canadian residents please add 7% GST on $10.00: $0.70 Cdn. (GST included in $27.95 Nintendo Power subscription). Residents of Newfoundland and Labrador, Nova Scotia and New Brunswick please add 15% HST on $10.00: $1.50 Cdn. (HST included in $27.95 Nintendo Power subscription).

☐ **Give us your e-mail address and we'll send you an e-mail once your order has been processed and shipped.**

E-mail ____________________

BOTH BUNDLE PAKS WILL BE SHIPPED AFTER 5/1/05 VIA 2-DAY AIR AND MAY TAKE 5 TO 6 DAYS FOR DELIVERY. Nintendo Power magazine will be shipped via bulk mail and may take 4 to 6 weeks in the U.S.A. and 6 to 10 weeks in Canada for delivery. Offer good through 8/31/05 or while supplies last. Prices include shipping fees. All sales are final. Please fill out this order form and place it with your payment or credit card information in an envelope with correct postage and mail to: **NINTENDO POWER, P.O. BOX 97084, REDMOND, WA 98073-9784**

Canadian residents please remember to use an international postage stamp.

PLEASE PRINT LEGIBLY IN INK. THANK YOU.

NINTENDO POWER®

MBR # ☐☐☐☐☐☐☐☐ – ☐ (Located above your name on your magazine label.)

FIRST NAME

LAST NAME

MAILING ADDRESS

CITY

STATE/PROVINCE

ZIP/POSTAL CODE

PHONE NUMBER

DATE OF BIRTH M M D D Y Y

I am paying for this subscription by (CHECK ONE):

☐ Check or Money Order ☐ VISA ☐ MasterCard

(Check, Money Order or Credit Card only. Please don't send cash or staple your payment to the order form.)

CREDIT CARD NUMBER

EXP. DATE M M Y Y

CARDHOLDER'S FIRST NAME

LAST NAME

CARDHOLDER'S SIGNATURE X ____________________

ATTENTION ALL MASTER TRAINERS:

Our Pokémon Emerald Bundle Pak Offer Can't Be Beat!

Embrace the Power of Emerald!

Take it from the pros at ***Nintendo Power***®–*Emerald* is guaranteed to be the most challenging Pokémon adventure to date. Every Trainer is gonna need to sharpen those skills and hang on for one wild ride into uncharted territory! So grab hold of this great offer while you can.

Your *Pokémon*® *Emerald* Bundle Pak includes:

- ***Pokémon Emerald*** Game for Game Boy® Advance
- ***Pokémon Emerald*** Official Player's Guide
- ***Pokémon Emerald*** Exclusive Deoxys T-Shirt (YOUTH XL ONLY)
- One year, 12 battle-bustin' issues, of ***Nintendo Power*** magazine

All for only **$59.95*** U.S. ($74.95* Cdn.) and **2-DAY AIR SHIPPING IS INCLUDED – FREE** (shipment will start after 5/1/05). Already got the game? You can still get the Player's Guide, T-Shirt, and one year of ***Nintendo Power*** for a super-low **$29.95*** U.S. ($37.95* Cdn.)!

But it's for a limited time only so don't wait – order online now at: **www.nintendopower.com/emerald** or pick up the phone and call us toll-free at 1-800-255-3700. Be the Trainer you know you can be – get your *Pokémon Emerald* Bundle Pak NOW!

Be Ready to Battle! Order Your *Pokémon Emerald* Bundle Pak Online Now at:

www.nintendopower.com/emerald

Or call toll-free 1-800-255-3700. VISA and MasterCard accepted with online and phone orders.
You may also order by mail – just fill out the enclosed order form.

*Plus applicable sale tax. **SHIPMENT WILL START AFTER 5/1/05. GAME, PLAYER'S GUIDE AND T-SHIRT WILL BE SHIPPED AFTER 5/1/05 VIA 2-DAY AIR AND MAY TAKE 5 TO 6 DAYS FOR DELIVERY.** Nintendo Power magazine will be shipped via bulk mail and may take 4 to 6 weeks in the U.S.A. and 6 to 10 weeks in Canada for delivery. Please be aware that you will see two charges from Nintendo on your credit card statement. When combined, the charges will total $59.95 US/$29.95 US ($74.95 Cdn./$37.95 Cdn.) plus applicable sales tax. Offer good through 8/31/05 or while supplies last. Prices include shipping fees. All sales are final. © 2005 Pokémon. © 1995-2005 Nintendo/Creatures Inc./GAME FREAK inc. ™ & ® are trademarks of Nintendo. ©2005 Nintendo.

DEOXYS
DEFENSE
NORMAL
ATTACK
SPEED
Bundle Up For Only $59.95* U.S.! ($74.95* Cdn)
RESIDENT EVIL 4 SURVIVAL GUIDE
NINTENDO POWER
THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
POKéMON EMERALD VERSION
POKéMON EMERALD VERSION
FIGHT NIGHT PUNCH-OUT!!
THE OFFICIAL Nintendo PLAYER'S GUIDE

Schwinn®
StingRay®

BURN RUBBER.

Street Series™
16″ Street Series™
3-Speed
Electric

schwinnstingray.com

© 2005 Pacific Cycle Inc.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!